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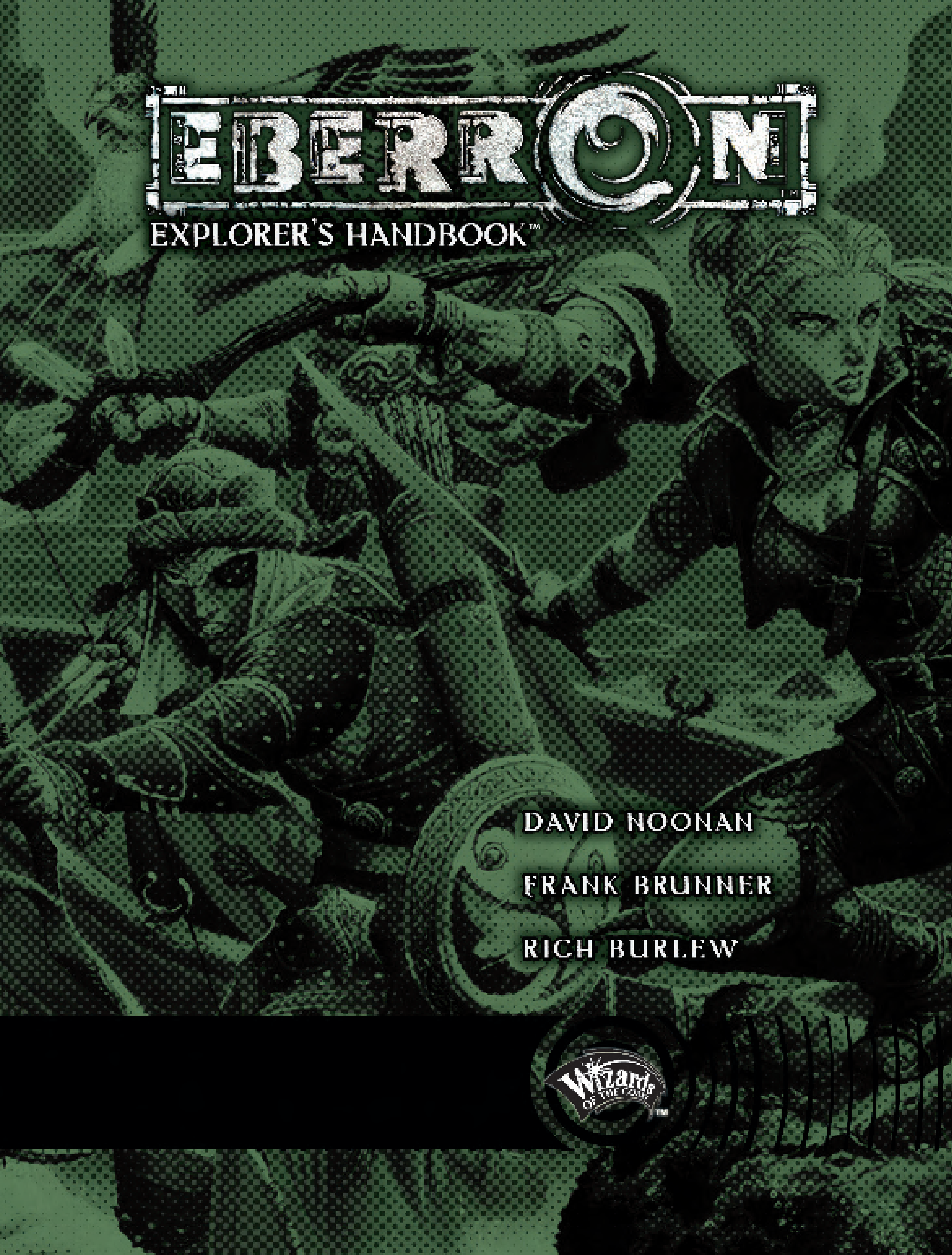

EBERRON

EXPLORER'S HANDBOOK™

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This product uses updated material from the v.3.5 revision.

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620-17869000-001-EN 9 8 7 6 5 4 3 2 1 First Printing: August 2005 ISBN-10: 0-7869-3691-6 ISBN-13: 978-0-7869-3691-5

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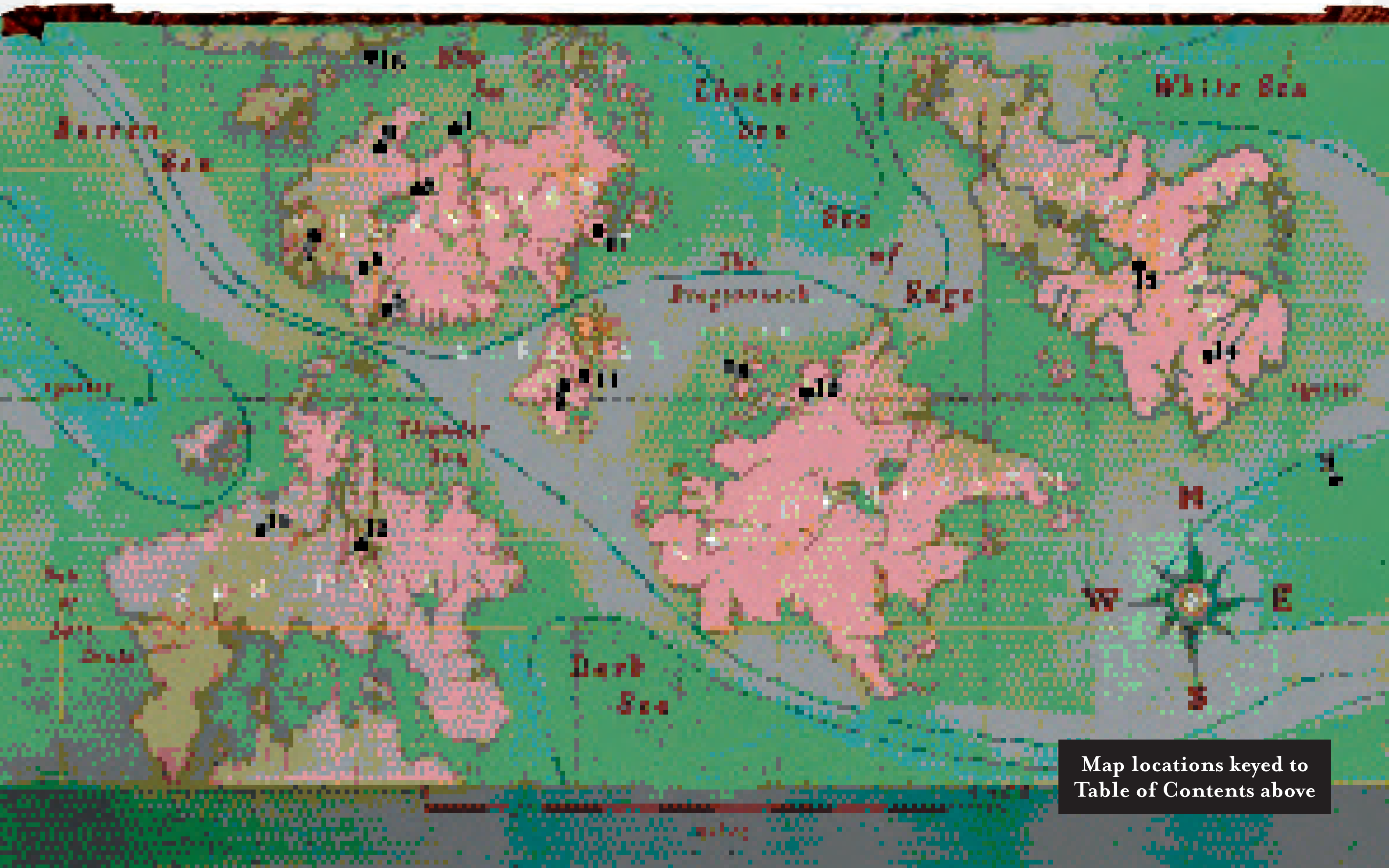

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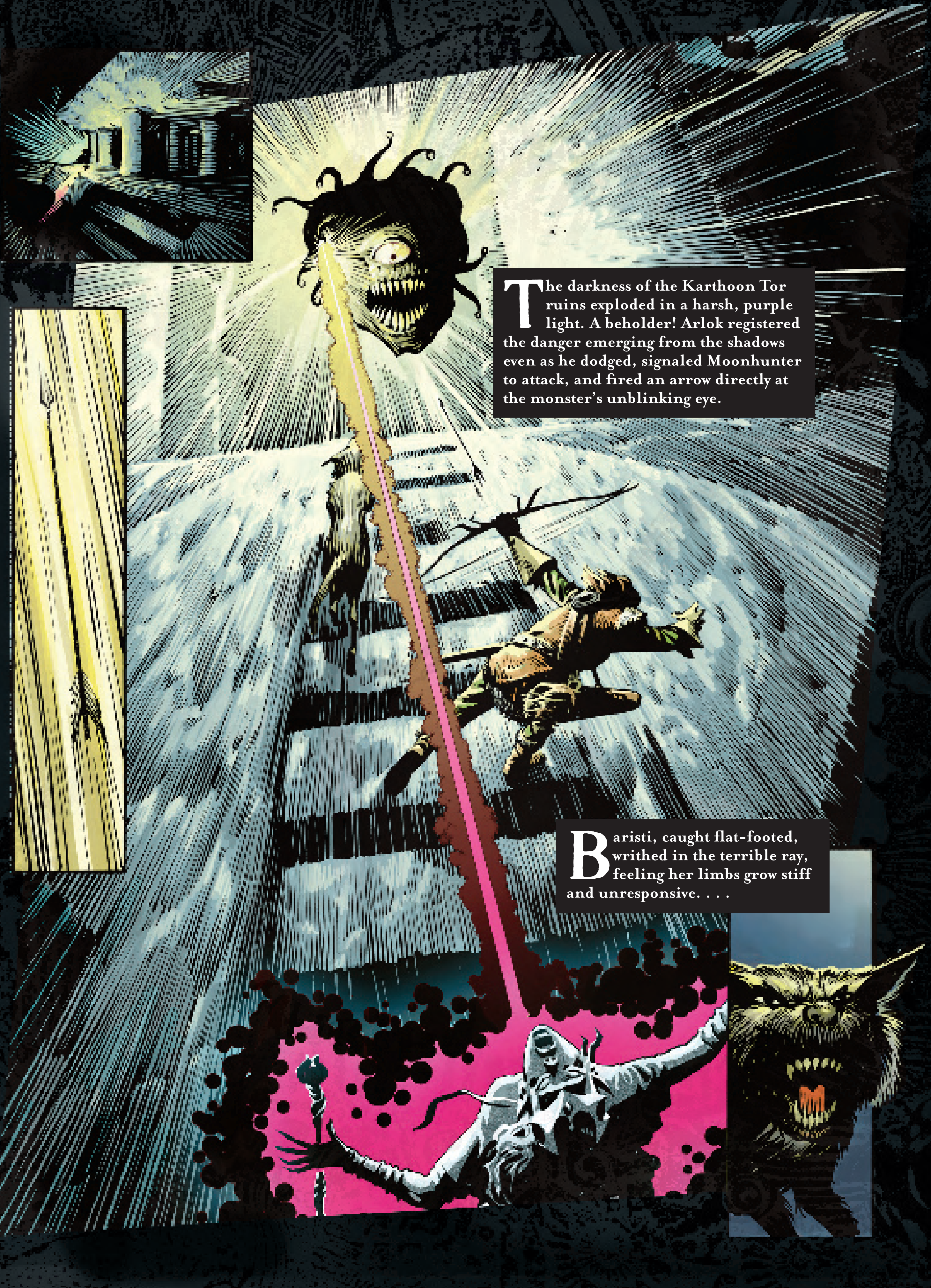


The darkness of the Karthoon Tor ruins exploded in a harsh, purple light. A beholder! Arlok registered the danger emerging from the shadows even as he dodged, signaled Moonhunter to attack, and fired an arrow directly at the monster's unblinking eye.

Baristi, caught flat-footed, writhed in the terrible ray, feeling her limbs grow stiff and unresponsive. . . .

INTRODUCTION

Stop what you're doing, put down this book, and go exploring!

Why are you still reading? Don't you want to see the cyclopean ruins of ancient Xen'drik? The power—and terror—that awaits you at the Seals of Aaldrash? The gold-encrusted treasure hoards at Haka'torvhak?

Have you no soul for adventure? Are you dead inside?

I, Thunvarch, have been a bard and storyteller ever since I was a wee half-orc in the Shadow Marches. I've performed epics everywhere a kind ear will listen—from a quiet tavern to a princely hall. And I can tell you one thing about my audiences. No matter who they are, from prince to potentate to pauper, they share one thing in common.

They're weary of war sagas.

All Khorvaire has had a century of war, and nothing earns me the cold shoulder—and often the thrown tomato—faster than yet another retelling of "The Valiant and the Vigilant" or "Charge of the Red Gauntlets." Frankly, my heart's not in it anymore. There's no point in getting people all riled up to march into Cyre or whatever. There isn't any Cyre left to march into, in any case.

The other night, I stood in front of a crowd that was hostile to what I thought was a tuneful rendition of "The Red Sunrise March." This was a crowd predisposed to get ugly, unless there's some local custom about bringing your extra axe handle to a performance with you. It was the noon matinee, so the lit torches were suspicious, too. So I improvised. I started making up a story about a gnome, a shifter, and a human who were exploring Xen'drik. Cannibalistic albino giants captured them. They escaped into a crumbling pyramid full of fiendish traps and rooms full of gold. They fought black-robed sorcerers with fiery eyes.

All a sudden, I wasn't seeing axe handles anymore. I was seeing open mouths. Every bard knows this: When their mouths are hanging open, you've got 'em. I escaped that benighted town with my skin intact and more than a little coin for my trouble.

People say I have no scruples, but that's not true. I have exactly one scruple, and I broke it that day: When you're telling a story, don't make stuff up. If you were to go out and explore something, though, I wouldn't have to make stuff up. I could tell a story about you! I'd tell stories of your bravery, skill, and wit from Regalport to Zarash'ak. I'd describe how you laugh at danger, how you scoff at peril, and how you'd tell bawdy jokes about Death itself if you got the chance. So put this book down! Explore something, so I can write an epic in your honor! (And if you can, bring a gnome along with you. No offense, but the kids in the audience like gnomes.)

I'm not alone. Across the Five Nations, hundreds of bards, minstrels, and storytellers are relying on you for their meat and drink—and they aren't all as fleet of foot and quick of wit as Thunvarch. Some have small, adorable children to feed, and others have grumpy yet amusing grandparents to support. If you explore something, you'll support not only yourself but dozens of entertainers in the process. Please, won't you do it for the minstrels?

Against my wishes, you're apparently still reading this book rather than buying maps and rope. Which reminds me—take it from Thunvarch: Maps never show the good stuff, and the answer to "Do we have enough rope?" is always "No!" So you can skimp a little on the maps, but spend your savings on rope.

Look at it this way: You are living in the dawn of an Explorer's Age. For the first time in a century, a border is something you cross, not something you fight over. The world has more than enough battle-tested heroes. Walk through the streets of Wroat or Rekkenmark, and you'll see what I mean. They're practically littered with monuments to war heroes. Do you think your grandchildren will be impressed that you've got a sword-wielding statue over your tomb? The only remembrances those statues attract are from pigeons.

If you're an explorer, on the other hand, you get to name stuff after yourself. Not just little stuff, either: mountains, rivers, islands, lost cities, you name it. Name a mountain after yourself, and that's immortality, my friend. And if you're wooing a fair maiden, "I named the tallest waterfall in Xen'drik after you" sure beats "I picked you some flowers."

(Incidentally, if you're stuck for a name at some point, I'd point out "Mt. Thunvarch" rolls right off the tongue. Don't reply now; just keep it in the back of your mind.)

But I see you're still here! Arrgh! If you're still reading this, then apparently fame isn't enough of a draw for you. How about fortune? The giants of Xen'drik have magic treasures unfathomable to the most wizened sages, and I think we can all agree that gold is meant to glitter as you spend it in Sharn's finest drinking-houses, not tarnish in the dark. I've heard that Sarlona has clams that divulge black pearls as big as a human head—or a halfling's head, at any rate.

Don't you want to roll that black pearl onto a House Kundarak desk and say, "Appraise this!" Can't you already taste that fine Aundairian wine, or feel the fine balance on your new, custom-ensorcelled magic sword? Admit it—the explorer's trade is the only way you're going to get it, even in an elf's lifetime.

But right now the pearl is still in the clam, the wine is still in the cellar, and the sword is just another iron ingot. Do you know why? Because you're reading this book, not checking airship schedules and lightning rail maps! Why do you torture me so? Are you somehow immune to my silvery words and golden turns of phrase? Stop reading! Explore!

I'll make a final appeal, then—one that aims at the chink in your armor: your pride. If you're still reading this, I'm forced to conclude that my words have been wasted. The very notion of braving the Straits of Shargon probably fills you with dread. I'll bet that merely seeing an airship overhead makes you queasy. Is that blade at your side strictly ceremonial? It doesn't look like it's seen much action lately.

Aha! That's more like it! But hurry—I'm not going to pen an epic about the second person to visit the ancient fortress of the giants. Good luck—and don't forget to bring rope!

Adventure awaits!

—Thunvarch

STATISTICS BLOCKS IN THIS BOOK

We want this book to be as useful to DMs as possible, so we've adopted our new statistics block format for use here. The new format is divided into four main sections separated by horizontal lines. Each section serves a specific purpose; you will need to reference different sections at different times during an encounter.

Identification and Encounter

The top section identifies the creature and gives the information you need at the start of an encounter.

Name: This word or phrase identifies the creature. Sometimes a number is given with the name to indicate how many creatures appear in the encounter.

CR: This value is the Challenge Rating of an individual creature of this kind.

Race, Class, and Level: This information is provided only for characters with class levels.

Alignment: The one- or two-letter abbreviation that appears here denotes the creature's alignment.

Size and Type: The creature's size category and its type (and subtype or subtypes, if applicable) are given here.

Action Points: This value indicates the creature's action points, and is not present for most NPCs and monsters.

Init: This value is the creature's modifier on initiative checks.

Senses: The Senses entry indicates whether the creature has darkvision, low-light vision, scent, or some other sensory special quality, along with the creature's modifiers on Listen and Spot checks (even if the creature has no ranks in those skills).

Aura: This indicates special abilities that take effect any time another creature comes within a certain distance, such as a devil's fear aura.

Languages: This entry gives the languages the creature speaks or understands, as well as any special abilities relating to communication (such as telepathy or *tongues*).

Defensive Information

This section provides the information you need when characters are attacking the creature.

AC: This entry gives the creature's Armor Class against most regular attacks, followed by its AC against touch attacks and its AC when flat-footed. If the creature has feats or other abilities that modify its Armor Class under specific circumstances (such as the Mobility feat), they are noted here as well as in the Feats entry.

hp: This entry consists of the creature's full normal hit point total (usually average rolls on each Hit Die), followed by the creature's Hit Dice in parentheses. If the creature has fast healing, regeneration, damage reduction (DR), or some other ability that affects the amount of damage it takes or the rate at which it regains hit points, that information also appears here.

Immune: Any immunities the creature has are indicated here. This includes immunity to specific types of energy as well as specific immunities (such as immunity to poison or to *sleep* effects).

Resist and SR: If the creature has resistance to certain kinds of attacks, that information is given here. Altered saving throw bonuses for specific circumstances appear on this line. The creature's spell resistance, if any, appears after the other resistances on the same line.

Fort, Ref, Will: This entry gives the creature's saving throw modifiers.

Weakness: This entry details any weaknesses or vulnerabilities the creature has, such as light sensitivity or vulnerability to a type of energy.

Offensive Information

Refer to this section when it's the creature's turn to act in combat. All a creature's combat options are detailed here, even those that are not strictly offensive.

Speed: This entry begins with the creature's base land speed in feet and in squares on the battle grid, followed by speeds for other modes of movement, if applicable.

Melee/Ranged: Typically, these entries give all the physical attacks the creature can make when taking a full attack action. The first attack described is the creature's preferred form of attack, usually a melee attack of some sort but possibly (as in the example below) a ranged attack. If the creature can make only a single attack (for instance, when it is taking an attack action), use the first indicated attack bonus. Occasionally, a creature has separate options indicated for single attacks and for full attacks. For example, a halfling ranger with the Manyshot and Rapid Shot feats might have the following entries:

Ranged *+1 longbow* +8 (2d6+2/×3) with Manyshot or
Ranged *+1 longbow* +10/+10/+5 (1d6+1/×3) with Rapid Shot or
Melee mwk longsword +8/+3 (1d6/19–20)

Each set of attack routines is prefaced by a boldface word indicating whether the attacks are melee or ranged. Next comes the weapon used for the attack, the modified attack bonus, the amount of damage the attack deals, and information about critical hits. If the weapon has the "default" critical hit characteristics (threat on a 20 and ×2 damage), this portion of the entry is omitted.

Space and Reach: This entry defines how large a square the creature takes up on the battle grid, as well as how far a creature's natural reach extends and any reach weapons it might use.

Base Atk: The Base Atk entry gives the creature's base attack bonus without any modifiers.

Grp: This entry gives the creature's grapple bonus (base attack + size modifier + Str bonus).

Atk Options: Special abilities that the creature can employ to modify its normal attacks appear here. Such abilities might include feats such as Power Attack or Combat Expertise, or special abilities such as smite evil or trip.

Special Actions: This entry gives any special attacks that the creature can use on its turn in place of making attacks.

Combat Gear: Possessions that the creature can choose to employ on its turn as an action appear here. Such items might include scrolls, potions, wands, staffs, rods, or wondrous items.

Spells Known or Spells Prepared: This entry appears for spellcasters. It is listed as "spells known" for sorcerers and members of other classes who do not prepare spells, and "spells prepared" for wizards, clerics and others who do prepare them in advance. It begins with the creature's caster level for spells. If its rolls to overcome spell resistance are based on a number other than its caster level (because the creature has the Spell Penetration feat, for example), its total modifier is given as well. Spells known are listed from highest level to 0 level, and each includes an attack bonus and a saving throw DC, if appropriate. If the character casts some spells at a different caster level than others, that information is also specified here.

A cleric's statistics block also includes the name of his deity (if applicable) and the domains to which he has access. Each domain spell he has prepared is marked with a superscript D. The granted powers of his domains might appear as combat options or resistances or not at all, if they only modify information presented elsewhere.

Power Points/Day and Powers Known: This entry gives the number of power points per day to which a psionic character has access, as well as any psionic powers known. It begins with the creature's manifester level. Powers known are listed from highest level to lowest, and each power includes an attack bonus and a saving throw DC, if appropriate. If the character uses some powers at a different caster level than others, that information is also specified with the affected powers.

Spell-Like Abilities: Any spell-like abilities the creature possesses appear here. The entry begins with the creature's caster level for these abilities. As with spells, this entry includes attack bonuses and saving throw DCs where appropriate.

Other Information

Most of the information presented in this section is not relevant during a combat encounter with the creature.

Abilities: The creature's ability scores appear here in the customary order (Str, Dex, Con, Int, Wis, Cha).

SQ: Any special qualities not presented earlier in the statistics block appear here.

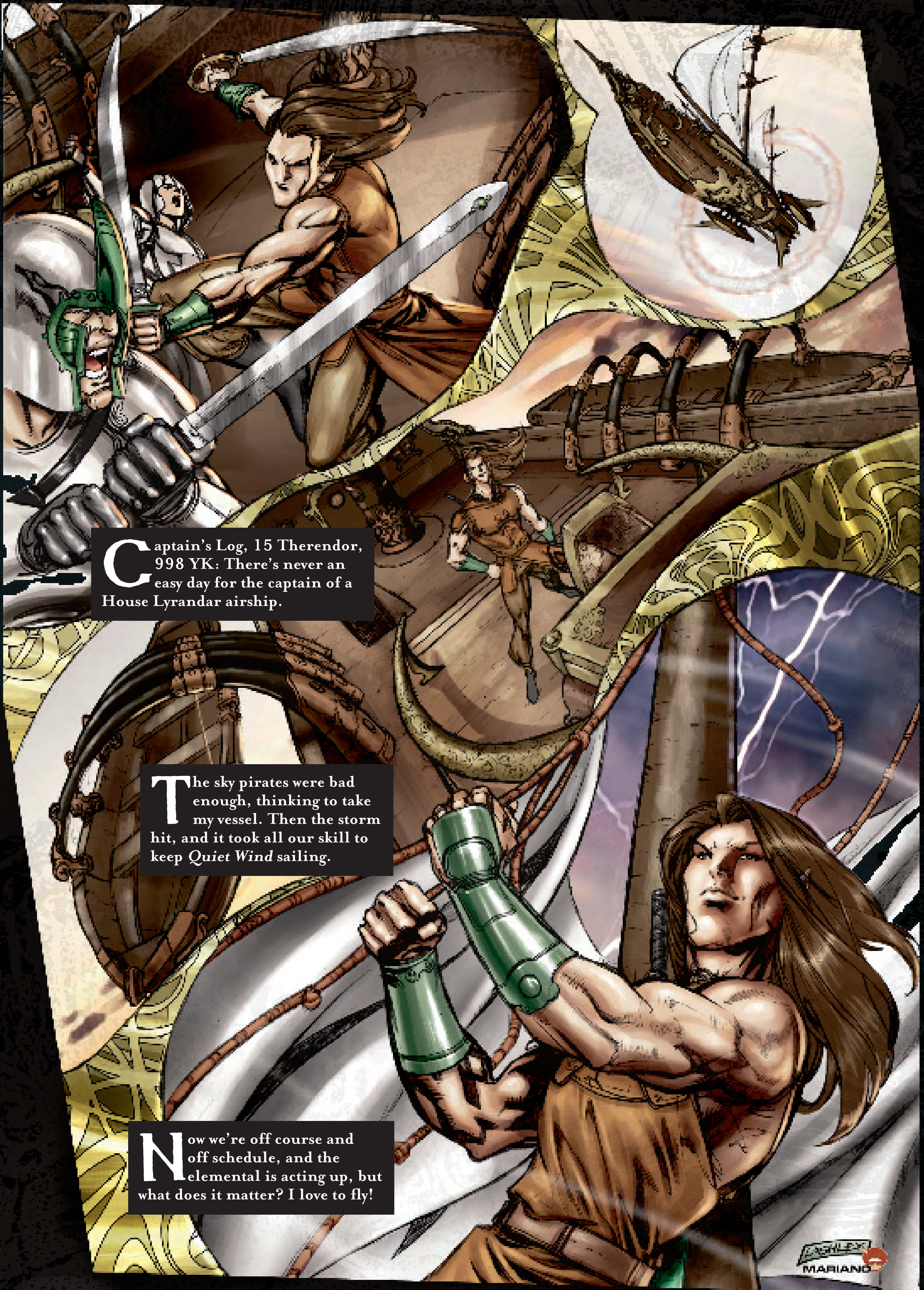
Feats: This entry lists all the feats the creature possesses, including those that appear elsewhere in the statistics block.

Skills: This entry shows all the skill modifiers for skills in which the creature has ranks. Modifiers are also provided for skills to which racial modifiers, bonuses from synergy, or other modifiers apply, whether or not the creature has ranks in those skills.

Possessions: This entry lists the items the creature is wearing or carrying. The expression "combat gear" appears first when applicable to remind you of other possessions referenced above.

Spellbook: This entry gives the spells in the creature's spellbook, if it has one. The notation "spells prepared plus" indicates that the spells the creature has prepared are part of this list, but are not reiterated here.

The final portion of the statistics block consists of paragraphs explaining special abilities noted in the various entries above as necessary.



Captain's Log, 15 Therendor, 998 YK: There's never an easy day for the captain of a House Lyrandar airship.

The sky pirates were bad enough, thinking to take my vessel. Then the storm hit, and it took all our skill to keep *Quiet Wind* sailing.

Now we're off course and off schedule, and the elemental is acting up, but what does it matter? I love to fly!

CHAPTER ONE

TRAVEL

The first question that needs to be answered in any expedition is simply, "Why do we need to go somewhere in the first place?" After all, travel can be as expensive as it is dangerous, while sitting in your cottage enjoying a fine roast turkey is much less likely to be either. On the other hand, an Eberron campaign does not tell stories of culinary satisfaction—it recounts exciting adventures with action, suspense, and intrigue. Unless you have hired the most interesting and infamous chef ever, you're probably going to need to get up and about before encountering any of these situations.

Any trip will have a specific purpose behind it. It is all well and good to declare yourself an explorer, but some reason to explore this area over here, and not that area over there (at least not until later) is necessary to determine where you go and why. The means of choosing your destination will also play a large role in how your trip unfolds. While an endless number of reasons exist to leave home and explore the world, most can be put into one of four broad categories: exploration, prospecting, transport, and assault.

EXPLORATION

No one knows what's out there, so it's high time someone found out.

Your goal is simply to acquire knowledge, most often in the form of maps, though any cultural information you gather about the indigenous inhabitants of your destination can prove highly valuable as well. Often, such trips are chartered by parties interested enough in learning about the region to hand you large sums of gold for the privilege of getting them there and back alive. The main advantage of exploration is having no time limit—you are free to take as long as you wish to map each area. You also won't generally need to haul back a massive bounty of looted goods, which makes the return trip much safer.

The lost continent of Xen'drik is the best choice for this sort of trip, since it is larger than Khorvaire but has had only a fraction of its lands mapped in modern times. Argonnessen and the Demon Wastes are also mostly unexplored, but the dangers in those lands often outweigh the interest scholars have in mapping them. The Wayfinder Foundation and the Library of Korranberg are most likely to fund voyages of exploration, though the faculty at Morgrave University has been attempting to organize more academic expeditions as well.

PROSPECTING

If there's something valuable out there, let's bring back as much of it as possible.

Whatever the resource you're hunting for, a theoretically unending supply of it exists somewhere on Eberron. There's usually no specific time frame for completing a prospecting journey, though a general sense of urgency might prevail. Whoever is looking to purchase your found goods would probably prefer that you return sooner than later, but would also prefer you to return loaded down rather than empty-handed. Depending on the resource sought, this kind of trip might involve an extended stay in a previously unexplored region once a deposit is discovered. As well, your trip home might be as dangerous as the original expedition, since pirates often seek to seize ships returning to civilized lands with valuable cargo.

Xen'drik is a prime choice for prospecting for Siberys dragonshards, and a journey deep underground in search of Khyber dragonshards can be as lucrative as it dangerous. Almost every power group on Eberron seeks dragonshards for some purpose, so it is generally easy to find a patron for such a mission (with the Finders Guild of House Tharashk devoted exclusively to this task). Unfortunately, the high demand for dragonshards also means a high probability of competing prospectors, some of whom might sabotage your expedition. Soarwood is another valuable commodity that can be difficult to find, and the shipyards of Zilargo pay handsomely for the buoyant wood from which they fashion airships and elemental galleons.

TRANSPORT

Here's something that needs to be someplace else; take it there.

Sometimes you need to travel not to an unknown destination, but to a well known one through uncertain territory.

Your job is not only to move your cargo but also to protect it from bandits or any other party interested in intercepting it. The nature of the cargo will determine the danger level—simple trade goods are unlikely to attract attention from anything more deadly than a band of thieves, but if you're escorting a valuable artifact or a crown prince, you should plan for trouble. Time is almost always a factor in a transport mission; whatever you carry, chances are it needs to get to its destination quickly.

House Orien's Transportation Guild is always hiring adventurers for transport missions, escorting caravans to and from almost every settlement on Khorvaire. If the "cargo" is a person, then the Defenders Guild of House Deneith is a more likely employer. All supplies headed for the city of Stormreach on Xen'drik also need to be closely guarded, lest pirates or sahuagin raiders lay claim to them.

ASSAULT

There's a threat to our way of life over there. Let's eliminate it.

On this sort of mission, you are expected to locate hostile forces and deal with them using whatever methods are appropriate. The incentive here is the end result, with the journey secondary to the act of subjugating the threat at hand. As a result, speed is often the foremost concern of an assault expedition (though remaining undetected is often as crucial). Obviously, such trips are inherently dangerous, though they can be impressively lucrative as well.

The governments of Khorvaire are always looking for clandestine agents to carry out secret missions in enemy territory. While the Last War is technically over, its many surviving nations still do not trust one another, and spying is rampant. For more pure-hearted adventurers, the Church of the Silver Flame actively organizes expeditions to root out evil creatures and vanquish them (even those far from Thrane itself).

TRAVEL OR TELEPORT?

At its essence, exploration is travel, and travel is the act of moving from one point to another and encountering all the obstacles and opportunities for treasure along the way. Teleportation, however, can easily make travel obsolete. Every experienced Dungeon Master knows that when the player characters get free access to the *teleport* spell (or can somehow afford to hire it, most commonly from a representative of House Orien with the Greater Mark of Passage), carefully planned sets of encounters can be completely bypassed. With much of Eberron's unique flavor arising from its elemental-powered vehicles and the multicontinental nature of adventures, special care should be taken to consider the impact of *teleport* and related spells in the campaign.

Here are ten ways for the DM to ensure that the *teleport* spell does not allow player characters to bypass an adventure.

Mysterious Destinations: If the player characters don't know exactly where they are going, *teleport* is of little use to them. Plan the adventure as a journey to a broad region, after which the characters will need to search the area for their exact destination, possibly seeking local clues to uncover their final goal.

Even if the player characters know exactly where they want to go, it is virtually impossible to successfully use *teleport* if no one has ever been there before. Combining *teleport* with *scrying* will not help so long as there are no creatures at the destination that are known by (or have a connection to) the party.

Distance: *Teleport* has a range of 100 miles per caster level, and the continent of Khorvaire alone is some 5,000 miles across. Until the PCs get access to *greater teleport,* the vast distances involved may thwart their efforts to travel instantaneously.

Baggage Limits: Until 13th level, when a wizard is first able to cast *teleport object*, teleportation is singularly unsuited to moving heavy cargo. Since all objects must be carried by one of the target creatures, the amount of goods that can be moved by *teleport* is limited to what can be lifted. If the adventure requires the retrieval of an object too heavy or bulky for any creature to carry, *teleport* is no longer viable. Likewise, if more creatures and their baggage need to reach the destination than a single teleport can move, players run the risk that a mishap on one casting might split the party up by miles.

Journey as Adventure: If the purpose of an adventure is to guard something as it travels, then teleportation becomes moot. The player characters must stay with the object or person, whatever its route and preferred mode of transport. Players who ask why their charge is not simply using teleport can be reminded that individual creatures might fear the teleportation process, might have too much baggage or too large an entourage for such spells to work, might not trust the Couriers Guild for some reason, and so forth.

The Time Factor: Every 5th-level spell slot devoted to *teleport* is one less *hold monster* or *wall force* prepared for battle, and even a high-level conjurer is lucky to be able to prepare more than a half-dozen *teleport* spells per day. By relying on teleportation exclusively, the PCs will quickly lose the ability to make many shorter trips in the same day unless they are willing to sacrifice their arcane spellcaster's combat potential. An adventure that calls for visiting several nearby islands in succession, for example, would quickly deplete the party's supply of spells.

Delayed Arrival: It is entirely possible that someone involved in the initiation of the mission deliberately wants to delay its completion, and therefore insists that the player characters choose a more conventional means of travel. They might have sinister motives (such as attempting to sabotage the expedition), or might simply fear that someone else in the party is working against them, playing for time to deduce who it might be.

MARTINA 2004

Mysterious or hidden destinations, such as the ancient city of Haka'torvhak, thwart even the most powerful House Orien teleporters

The Thrill of the Chase: An adventure might involve chasing a foe to an unknown goal. Without knowledge of that foe's destination, player characters cannot bypass the process of tracking him. While a known enemy can theoretically be scried upon and intercepted with *teleport*, many high-level foes will take steps to prevent such divination. Alternatively, it might be that the whole point of tracking the foe is to allow the PCs to determine the exact route to a secret base of operations.

Maintaining Appearances: The PCs need to pose as something they are not—wealthy merchants being whisked around by airship, poor farmers scraping together enough copper to ride steerage on the lightning rail, or what have you. Either way, they must attempt to deceive someone they think is watching into believing that they have reasons to travel as they do—reasons that are more important than speed or efficiency.

ENVIRONMENTAL ENCOUNTERS

Part of the excitement of traveling to exotic locations is the thrill of characters overcoming the natural obstacles in their path. An environmental encounter pits the PCs against the forces of nature rather than hostile creatures, and can really liven up the travel experience.

Physical Access: The PCs' destination is blocked by a mountain, a ravine, a landslide, quicksand, or what have you. The goal is to get across safely. Encounters such as this often promote good problem-solving skills, because they can't simply be hacked through with a greatsword. While these encounters can be used frequently at low levels, at a certain point they become obsolete as PCs gain the ability to *teleport* or *fly*.

Weather: Inclement weather springs up, trapping the PCs in an inhospitable storm zone. Such encounters might be potentially deadly (a tornado or hurricane, for instance) or merely inconvenient. Don't forget that in places such as the Mournland, the opportunity exists for new magical weather effects that are utterly unpredictable—and extraordinarily deadly.

Unstable Ground: The path that the PCs are taking is not entirely stable, and gives out on them at a crucial point. This could create a ravine encounter where there wasn't one before.

No-Teleport Zones: There are areas of Eberron that might be legitimately sealed by their inhabitants against unwanted teleportation. While covering every dungeon or town with a permanent *dimensional lock* is fairly heavy-handed, any group with both a reason to fear teleportation's use against them and the means to block it would inevitably do so. The Shroud generated by the monasteries of Adar is a perfect example (see page 139); the Inspired would almost certainly use *psionic teleport* to send massed armies of Riedran soldiers to the monasteries' doorstep if the Shroud ever fell.

No Return Trip: Chances are that only one member of an adventuring party can cast *teleport*. If that member is killed, it can be a long walk home.

How to Travel

Eberron has many different methods to get between the proverbial points A and B. Airships, sea vessels (elemental or otherwise), *teleport* spells, the lightning rail, and even the humble riding horse are all available to serve a character's travel needs. The trick, then, is to choose the mode of travel that is best for those needs, enabling PCs to get to their destinations as quickly as required and at a price they can afford.

Speed Is of the Essence: House Orien's Transportation Guild can teleport you to your destination for a steep price if a swift arrival is the top priority. One must first seek out a guildhouse, which might be difficult if your current location is not a major city. Purchasing teleportation through the Mark of Passage also usually does not allow for the return trip, meaning you might be left to your own devices after your business is complete. Still, if you are willing to deal with these inconveniences, there is no faster method of travel.

If teleportation is not an option, any vehicle that binds an elemental is capable of traveling at very fast speeds. While the lightning rail is often the most accessible, it travels only to predetermined destinations and keeps a tight schedule. Even if you can reach your destination by rail, you might waste time stopping at each station along the way. Elemental galleons can travel quickly over water, but if your final goal is not on the coast, you might be required to finish the journey on foot. A chartered airship can travel directly to both coastal and inland destinations and can keep virtually any schedule you desire, so long as you can find one and meet the pilot's price.

An Unknown Destination: Frequently, you will find yourself with a clear objective but an uncertain destination. You might know that your goal is "somewhere along the northeast shore of Xen'drik," or "in the mountains, within a week's travel of Baran's Keep," but with only vague information, a *teleport* spell is likely wasted. An airship can be used to scout an area easily from the sky, allowing you to search in relative comfort and out of easy reach of most foes. Unfortunately, if the place you are looking for is well hidden (as many lairs and strongholds tend to be), you might never find it by searching from so far away. In such cases, mounted travel allows you to cover an area fairly quickly while still being able to discern hidden details in the landscape.

Moving Cargo: Needing to bring along a large amount of cargo definitely changes the possibilities for travel. The lightning rail is a superior choice as long as your destination is anywhere near one of its stations. Whether you are paying standard cargo rates or chartering a private cart so you can keep a personal eye on your goods, the rail offers a variety of options for moving heavy or unwieldy objects quickly. If your cargo is bound for overseas, the speed and capacity of an elemental galleon is difficult to beat (or, if price is a concern, consider

Wayfinder Foundation Travel Tip
How to Not Be Remembered by Other Passengers

We have all had those moments when it was most appropriate to depart a region without further notice by the locals, whether from financial agreements gone awry or an inappropriate evening spent with a farmer's son or daughter. If you find yourself in such a position, your best course of action is to leave with all haste and a minimum of remembrances, keeping the following points in mind.

Don't panic. People tend to remember strong emotions; if anyone witnesses you distraught or worried, they are far more likely to recall you later. If you can, appear bored or mildly impatient to better blend in with other passengers.

Avoid bright colors. Wearing gray, brown, tan, and other neutral tones lessens the impression you make in your fellow travelers' minds. Keep any weapons or armor in your pack, rather than displaying them openly.

Do not be a warforged, goblinoid, or shifter. We hate to be so dreadfully blunt, but these races still inspire discomfort (if not outright fear) in many commoners, and such feelings are always remembered. If possible, members of these races should disguise themselves as another race before boarding public transportation.

Hide in plain sight. Don't skulk off to an isolated corner. Sit with your fellow passengers, taking notice of them and smiling at what they say. You would be surprised how quickly normal interaction, however pleasant, is forgotten, while abnormal behavior is remembered far longer.

an ordinary sailing ship enhanced by a House Lyrandar pilot). Airships are generally too pricey, and often aren't suited to carrying particularly heavy or bulky commodities owing to the limited space of their cargo holds. Of course, never overlook the value of traveling with the simple Orien caravan. While not particularly speedy, caravans are cheap and can reach any destination in Khorvaire—even the smallest hamlet.

Remaining Anonymous: On a whole, flying into a remote village in an elemental-powered airship is a bad way to keep your arrival a secret. In fact, any elemental vessel is likely to cause a stir in most areas of Eberron, except perhaps Sharn. Far better to slip into town unnoticed with the masses that ride the lightning rail each day. Riding in on your trusty mount will also elicit few comments (as long as your mount is not a fastieth or a Valenar riding horse, both of which will usually cause heads to turn).

Often the best way to sneak into a town is in the company of an Orien caravan. You can get to small centers the lightning rail doesn't service, and even the most paranoid villagers will accept your presence if they take you for just another humble merchant bound for market with his wares.

Style Matters: On the other hand, there might be times when you want all eyes on you, and slogging along muddy roads with a bunch of rice merchants just doesn't have the same panache as flying. If comfort and prestige are important to you (or to your current mission), then nothing can match a finely appointed airship. While you can always charter an airship that has been stripped down for speed or utility, the most extravagant vessels available in Khorvaire are those fitted to serve only a handful of passengers. With stately bedrooms and elegant dining service, a luxury airship is the finest means of travel available.

If you must travel along the ground, you can always purchase a private lightning rail cart. Decorated to your personal tastes and outfitted as required, the cart can be linked up to the next outgoing coach on relatively short notice. When you arrive at your final destination, simply request that the cart be unlinked. Yes, this personal treatment is expensive and sometimes delays travel for other passengers, but these concerns are trivial compared to your comfort.

Maximum Flexibility: The life of an adventurer is rarely predictable. Often, you need a single mode of transportation that can be made to serve many different roles over an extended period of time, especially if such transportation requires a major investment. If you can afford one, it is hard to argue with owning your own airship. Capable of reaching destinations over land or sea, an airship can avoid earthbound hostilities while traveling in speed and comfort. The only dilemma is how to routinely dock and get on or off such a wondrous craft.

For the more budget-minded, mounted travel is far more flexible than almost any more advanced mode. While a stormship (see page 38), elemental galleon, or private lightning rail cart might seem appealing, each is limited in where it can go. Horses (or more exotic mounts) move swiftly and can traverse most terrain. They can be replaced easily should trouble strike.

Hostile Territory: Getting past secure borders or sharp-eyed lookouts with a heavily armed adventuring party can be a trying task. While an airship can fly you over most garrisons, the elemental ring of the airship is hard for most sentries or snipers to miss, especially at night. If the enemy is prepared, they may have used permanent abjurations to seal off sensitive areas from teleportation. At the very least, they will have blocked scrying to deny your teleport attempts the accuracy they need.

In most cases, movement on foot is still the most time-tested and successful method of infiltration and deployment behind enemy lines. With luck and stealth (including *greater invisibility* and *silence* spells whenever possible), a party on foot often has the best chance to slip deep within a foe's territory, complete an objective, and get back to friendly lands unobserved.

Engage in Battle: More than just a means of transport, some vehicles are designed to function as weapons as well. Airships can provide a mobile platform for archers and offensive spellcasters, all the while staying out of range of enemy infantry. They can also be the only means of engaging enemy flyers should any attack. Most airships, however, were not designed for combat, with the gnomes of Zilargo assuming that vehicles as costly as they were fragile would never be risked on the front lines. (They were mostly correct; very few airships saw combat firsthand during the closing days of the Last War.)

For naval battles, a stormship is a force to be reckoned with. Because a stormship's hull is little different from that of an ordinary sailing ship, it can be outfitted for combat much more easily than an airship can. Further, the ability of the pilot to use a stormship's bound air elemental to *call lightning* provides potent offensive capabilities against air and sea targets. (See page 38 for more information on the stormship.)

If a stormship is not an option, the Lhazaar sea galleon is generally acknowledged as the sturdiest sailing ship for naval combat.

Price Matters: If you are saving up for that next precious magic item, splurging on an airship might not be an option. Riding the lightning rail in steerage class is just about the cheapest method of travel if you only need to get somewhere once. Of course, if you start riding it every day (or upgrade to standard fares), you'll find yourself burning through a fair bit of gold in a hurry. By sea, travel on ordinary wind-powered vessels is more common and less expensive than passage on an elemental-powered wind galleon or the like.

For cheap, everyday travel, a horse is still the best investment. Horses carry a moderately high initial expnse, but they can be used for years and can take you almost anywhere on Khorvaire. Plus, horses breed and reproduce—a feat no lightning rail or airship has been able to match.

Dead Broke: As your luck changes, you might find yourself without even a pair of copper pieces to rub together. No chartered ships for you, since you likely can't afford even the lightning rail without some trickery. If you absolutely need to get somewhere (presumably to find work), significantly fewer options are available to you.

If, for sake of argument, you are not willing to illegally "liberate" a mount from its current owner, you can always try being a stowaway on a ship (elemental-powered or otherwise). This is not actually legal either, but if the ship is on a sufficiently long journey, you might manage to stay hidden long enough to make it impractical for the crew to throw you off. Just try to pick a ship whose captain has a trace of compassion, lest he or she toss you overboard the moment you are discovered (regardless of your chances of survival).

You might also work your way toward your goal if you are so inclined. Some ships might grant passage to those willing to swab decks or perform other menial tasks. House Orien caravans often look to hire mercenary guards, particularly when transporting valuables. Simply find a caravan headed to the town nearest your destination, and you can enjoy free wagon travel—as long as you don't mind being expected to fend off bandits and monsters in exchange for the ride.

TRAVEL AND THE DRAGONMARKED HOUSES

The business of travel is a lucrative endeavor. People and objects need to be moved from place to place quickly, and several organizations compete for a piece of an adventurer's travel budget. The most prominent of these are the dragonmarked houses, which have access to special forms of magical transportation.

House Lyrandar

If it moves by wind or water, House Lyrandar is likely be invested in it on some level. The Windwrights Guild of the house is the largest sea-and-air shipping business on Eberron. The Mark of Storm that house heirs bear allows them to control elemental vessels such as airships and wind galleons, giving them an enormous advantage in speed and efficiency. Their multinational status further aids them, allowing them to use house personnel to service their ships or load cargo at most port cities. Their prices tend to be steep, but merchants are happy to pay for House Lyrandar's unparalleled reliability.

The Windwrights Guild maintains docks and other facilities in most settlements along the coast of Khorvaire, as well as in Stormreach on Xen'drik. Only the Lhazaar Principalities lack a significant Lyrandar presence, owing to their strong reliance on local fleets for shipping. In some smaller ports, Lyrandar controls all the piers available, so that even unaffiliated vessels must pay the house a hefty fee to dock.

House Lyrandar also operates airship towers in a few large towns and cities. These serve as both docking facilities and guildhouses, with many house members living directly in their compounds.

While passenger fares are sold on most Lyrandar ships, the financial base of the house is built entirely on freight shipping. The best way to move large amounts of cargo from city to city is still by ship, after all, and Lyrandar provides the fastest ships in all Eberron.

Only the relatively new airship fleet focuses on passenger travel (owing to the low cargo capacity of most airships). Now that the Last War is over, house elders are also exploring a new revenue stream with these ships—luxury travel. Most of the current generation of nobility and royalty have spent their entire lives confined to their homelands because of war, and it is only recently that the wealthy and privileged have been able to travel abroad again. Many of the younger nobles are happy to pay Lyrandar's almost ludicrous airship fees for the chance to visit lands about which they have only read. Airship fares might still comprise only a small portion of Lyrandar's total income, but the house is optimistic that airship travel will soon become the standard for luxury transportation.

Adventurers are most likely to first come into contact with those House Lyrandar officials who deal with the chartering of vessels. These bureaucrats are held to the standards and prices established by their superiors, which can make dealing with them somewhat frustrating for anyone looking to haggle.

Lyrandar officials always require identification papers from potential passengers. They prefer not to carry illegal goods or wanted fugitives on house ships, and identities are always confirmed if there is enough time. They are specially trained to uncover forged papers, much to the dismay of those who would prefer to travel incognito. Rarely, a travel official will become corrupt, accepting bribes to allow undesirables aboard Lyrandar ships, but house elders deal harshly with such cases when they are discovered.

Once a traveler's identification papers are determined to be in order and the guild's fee paid, the official issues traveling papers (if they are required) for a 2 sp fee.

TYPICAL LYRANDAR TRAVEL OFFICIAL CR 1

Half-elf expert 1/magewright 1
LN Medium humanoid (elf)
Init +0; **Senses** low-light vision, Listen +6, Spot +6
Languages Common, Dwarven, Elven, Gnome

AC 10, touch 10, flat-footed 10
hp 8 (2 HD)
Immune sleep
Fort +0, **Ref** +0, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk dagger +0 (1d4–1/19–20)

Base Atk +0; **Grp** –1
Magewright Spells Known (CL 1st):
1st (1/day)—*comprehend languages*
0 (3/day)—*detect magic*

Abilities Str 8, Dex 11, Con 10, Int 14, Wis 13, Cha 11
SQ spell mastery
Feats Negotiator
Skills Bluff +4, Concentration +2, Diplomacy +6, Forgery +6, Listen +6, Knowledge (geography) +6, Profession (bookkeeper) +5, Sense Motive +7, Spellcraft +4, Spot +6
Possessions masterwork dagger, *wand of arcane mark*, House Lyrandar signet brooch, courtier's outfit, 50 gp, identification papers

House Orien

House Orien is the best bet when characters or their goods need to travel across land. The overland mail routes and caravans of the Couriers Guild connect most of Khorvaire, and the lightning rail (operating under the jurisdiction of the Transportation Guild) is the fastest land-based transport available. In absolute emergencies, you can even purchase the service of the Greater Mark of Passage, which allows its bearer to teleport you and your companions to virtually anywhere on Eberron.

House Orien is often better known for its speed than its reliability, with teleports sometimes going off target and the lightning rail breaking down from time to time. Still, when working properly, both services move faster than the swiftest airship, giving House Orien a reputation for making deliveries under seemingly impossible deadlines.

While House Orien maintains two separate guilds (as do many of the dragonmarked houses) the Transportation and Couriers Guilds cooperate to such a great degree that it is often difficult to tell where one ends and the other begins. The Couriers Guild primarily deals with cargo—letters, packages, crates, and so on—while the Transportation Guild deals primarily with passengers. However, the Transportation Guild also carries cargo on its lightning rail, while the Couriers Guild often sells passenger fares on its mail coaches. In the end, the leadership of each guild feels that it is important to retain a degree of flexibility in their operations, ensuring that each client (whether passenger, sender, or recipient) comes away satisfied.

The Couriers Guild has an office in almost every village in the Five Kingdoms, though many are only open on certain days of the month. Goods can be shipped from these offices to almost anywhere Orien services (and, for an extra fee, some places it doesn't). Depending on the coach schedules (posted behind each counter), it might be several days before a package is collected, but once it is received the Couriers Guild works hard to bring the mail to its destination quickly. Cities such as Sharn and Passage have mail collections twice a day from multiple offices, so farmers from outlying villages sometimes find it faster to bring their goods to the major centers themselves—even if that means traveling in the opposite direction from a package's final destination.

The Couriers Guild also maintains far less public operations for the wealthy and powerful. Secret couriers, tasked with delivering only a single package, can be hired to deliver confidential communiques, even across hostile territory. Such couriers are highly trained in infiltration, and often served as spies or saboteurs during the Last War before seeking civilian employment. Many of the heirs of the Lesser Mark of Passage use their *dimension door* ability to excel at this sort of work, safely bypassing sentries on the way to delivering the missives under their care. Orien's elders are very selective to whom these services are offered; one can't simply show up at a Couriers Guild office and request a secret courier. Typically, house agents contact individuals they think might be interested (and able to pay), letting them know that such services are available should they be needed.

Typical Orien Secret Courier CR 4

Human ranger 3/rogue 1
N Medium humanoid
Init +2; **Senses** Listen +10, Spot +10
Languages Common

AC 14, touch 12, flat-footed 12
hp 24 (4 HD)
Fort +4, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk short sword +5 (1d6/19–20) or
Melee mwk short sword +3/+3 (1d6/19–20)
Base Atk +3; **Grp** +3
Atk Options favored enemy humans +2, sneak attack +1d6
Combat Gear *potion of cure moderate wounds, potion of invisibility*

Abilities Str 11, Dex 14, Con 12, Int 10, Wis 12, Cha 10
SQ trapfinding, wild empathy +3 (–1 magical beasts)
Feats Alertness, Endurance^{B}, Stealthy, Track^{B}, Two-Weapon Fighting^{B}, Weapon Focus (short sword)
Skills Bluff +3, Forgery +4, Hide +16, Knowledge (geography) +6, Listen +10, Move Silently +11, Ride +5, Spot +10, Survival +8 (+10 for getting lost or avoiding hazards)
Possessions combat gear plus masterwork leather armor, 2 masterwork short swords, *cloak of elvenkind*, House Orien signet brooch, explorer's outfit, 200 gp, identification papers, traveling papers

House Orien's Transportation Guild is best known for its oversight of the lightning rail, which connects many of the cities of Khorvaire. Orien's normal caravan routes and the trade roads that support them actually have more impact on the lives of the common citizen, bringing goods in and out of small villages throughout the land. The Orien caravans are, in many ways, the lifeblood of the Five Kingdoms, allowing virtually every inhabitant of Khorvaire access to the same goods, services, and foodstuffs no matter where they reside.

The Transportation Guild also sells teleportation services through the Greater Mark of Passage. However, locating and securing a deal with a dragonmark heir can be difficult on short notice. A sharply limited number of heirs have manifested the greater mark, and many of them have exclusive contracts with other powerful organizations. Those who are not under contract tend to congregate in the largest cities, since hardly anyone living in the outlying territories can afford their exorbitant fees.

If you do track down such an heir and negotiate a deal, it is important to remember that the *teleport* ability of the dragonmark can only be used once per day, so don't count on necessarily being able to leave in a hurry. With a few days' notice, however, House Orien can all but guarantee an heir's services to a paying customer.

TRANSPORT PRICES

Once you have chosen the method of travel best for your needs, you'll need to figure out how to pay for it. While independent captains might have a variety of means of determining fair prices, one of the strengths of the dragonmarked houses is their standardized pricing, regardless of who you are and when you book passage.

Table 1–1: Transport Prices summarizes the standard fares, chartered rates, purchase prices, and speeds for various form of travel across Eberron.

Fare: Fare travel is generally the least expensive means of getting where you are going, but only if it is available. With this option, you book a seat on a vehicle already headed to your destination, rather than contract a service to bring you where you want to go. You can only choose from a list of predetermined destinations, but because those destinations are typically among Khorvaire's most popular, the owners of these services are able to keep prices low.

Cargo Rate: This rate indicates the cost to ship goods over preexisting routes. If you need to ship to a location not normally serviced by a particular mode of transport, you will likely need to charter the entire vessel instead. Cargo rates do not include any handling of the cargo beyond loading and unloading it; if you are not traveling with your goods, you will need to arrange for someone to meet the shipment at the other end.

Chartered: By chartering a transport, you pay for its entire operation for one or more days, including the crew and pilot's time. Chartering allows travelers to reach destinations not normally serviced by trade routes, and can even be cheaper if you need to move enough people and goods to offset the cost. Once the charter fee is paid, you are free to bring as many passengers or as much cargo as the vessel can carry. Chartered travel is measured by the day, rather than the mile, because prices include any downtime required while the vessel waits for clients to accomplish specific objectives en route.

Destinations that require a difficult journey through particularly dangerous territory might double or triple the listed prices, depending on the captain's tolerance for risk.

Own: This is the price to own the given mode of transport. It does not include the cost of any crew needed to operate it.

TABLE 1–1: TRANSPORT PRICES

Mount/Vehicle	Fare	Cargo Rate	Chartered	Own	Speed[1]	Per Day[1]
Airship	1 gp/mi.	1 sp/mi./100 lb.	1,000 gp/day	92,000 gp	20 mph	480 mi.
Caravan, Orien	1 sp/mi.	1 cp/mi./200 lb.	n/a	n/a	2 mph	16 mi.
Coach, Orien	1 sp/mi.	1 cp/mi./100 lb.	20 gp/day	200 gp	5 mph	40 mi.
Horse, magebred						
Heavy	n/a	n/a	n/a	400 gp	5 mph (6 mph)	40 mi. (48 mi.)
Light	n/a	n/a	n/a	150 gp	6 mph (7 mph)	48 mi. (56 mi.)
Warhorse, heavy	n/a	n/a	n/a	800 gp	5 mph (6 mph)	40 mi. (48 mi.)
Warhorse, light	n/a	n/a	n/a	300 gp	6 mph (7 mph)	48 mi. (56 mi.)
Horse, Valenar riding	n/a	n/a	n/a	500 gp	8 mph	64 mi.
Lightning rail passenger cart						
Standard	2 sp/mi.	5 cp/mi./100 lb.	1,000 gp/day	12,000+ gp	30 mph	720 mi.
First class	5 sp/mi.					
Steerage	3 cp/mi.					
Lightning rail crew cart	n/a	n/a	750 gp/day	58,000 gp	30 mph	720 mi.
Sailing ship	3 cp/mi.	1 cp/mi./100 lb.	100 gp/day	10,000 gp	2 mph	48 mi.
Sailing ship, Lyrandar	5 sp/mi.	3 sp/mi./100 lb.	300 gp/day	18,000 gp	6 mph	144 mi.
Sailing ship, soarwood	5 cp/mi.	2 cp/mi./100 lb.	200 gp/day	40,000 gp	4 mph	96 mi.
Stormship	n/a	n/a	n/a	76,000 gp	8 mph	192 mi.
Wind galleon	3 sp/mi.	1 sp/mi./100 lb.	750 gp/day	64,000 gp	20 mph	480 mi.

[1] Numbers in parentheses are for magebred horses with the swift breed special quality.

Speed: The rate of travel of the vessel or mount, in miles per hour.

Per Day: The overland movement rate when traveling by this means. Mounts and conveyances pulled by creatures are assumed to travel only 8 hours per day. A forced march might allow for additional hours of travel, but fare passengers on Orien coaches and caravans will generally not have the right to request a forced march of mounts or crew. For ships and elemental-powered vessels, the value given is the distance covered in 24 hours.

Modes of Transport

Each of the many modes of transport available on Eberron has specific advantages and drawbacks depending on your needs, and most have a number of service options to choose from.

Airship: Fare travel is available from House Lyrandar only to certain locations bearing docking towers. Getting anywhere else by airship requires chartering the entire ship and its crew. For an additional fee of 200 gp per day, clients chartering directly from House Lyrandar can request an expert pilot to fly the ship (if one is available). Some airships are in private hands, but privateer pilots and crews are harder to come by and might not be as reliable or trustworthy as those of House Lyrandar.

Purchasing your own airship means dealing directly with the gnomes of Zilargo, since House Lyrandar never sells any of the ships of its fleet. Since airships are a relatively new development on Eberron, it is almost impossible to find one available for private resale, and orders for new airships typically take more than three months to fill. The given price does not include a *wheel of wind and water*, but those are rarely needed on independent ships since they only aid a dragonmark heir.

Caravan, Orien: A slow-moving train of more than a dozen coaches, wagons, and beasts of burden, a House Orien caravan provides security rather than speed. Moving cargo in large shipments lowers the cost of protecting that cargo. Passengers are only allowed to buy fares if no more cargo is left to be loaded, but the rate is cheap.

Coach, Orien: While most Orien coaches are chartered for their destination, the coaches that regularly carry the mail have a predetermined route. You can purchase a fare along one of these routes at the given price.

The price for purchasing a coach does not include the cost of the four horses that pull it.

Horse, Magebred: Horses and other standard mounts are readily available across Eberron (see Mounts and Related Gear, page 131 of the *Player's Handbook*), but horses are also available as magebred animals (see page 295 of the EBERRON *Campaign Setting*).

Horse, Valenar Riding: The fastest horses in Khorvaire, Valenar riding horses are bred by the elves of Valenar. See page 289 of the EBERRON *Campaign Setting* for details.

Lightning Rail Passenger Cart: The lightning rail runs along lines of *conductor stones* built between certain set destinations. The rail cannot go anywhere else; a cart taken off the line simply falls to the ground, inert. House Orien runs a regular schedule, departing from most stations once per day and from major stations more frequently. Almost all passengers on the lightning rail are fare passengers, paying a set amount for their trip. Three classes of travel are available, depending on your budget.

By booking standard passage on the lightning rail, you are entitled to a seat in any standard passenger cart. Seating is not assigned, and can be switched en route should the spirit move you. Modest meals are provided in the galley cart and fancier fare is available for additional cost. At night, you are assigned a bunk in one of the sleeper carts. While not terribly comfortable, traveling standard class is generally a good way to relax while getting to your destination. Each day of standard fare travel counts as one day of full bed rest for the purpose of natural healing (assuming no stressful activity takes place to interrupt your relaxation).

First-class lightning rail passengers enjoy the most luxurious ground travel available, and are treated to plush couches in their passenger carts and feather beds in their sleeper carts. The most exquisite foods and wines are available upon request, as are a selection of books to read and a healer from House Jorasco to provide long-term care. Security in first-class carts is tight, and unticketed passengers are simply not permitted to ruin the atmosphere of luxury with their presence. Each day of first-class fare travel counts as one day of full bed rest for the purpose of natural healing (assuming no stressful activity takes place to interrupt your relaxation). With the aid of the resident healer, you can regain 4 hp per character level per day riding the lightning rail first-class.

The less fortunate (or those simply looking to save a few coins) can travel steerage class. A steerage cart has bench seating for as many passengers as can cram into it—up to two hundred per cart. They do not have access to either sleeper bunks or meal service; passengers are expected to sleep in their seats and bring their own rations. Still, the price is difficult to beat.

House Orien also maintains a number of lightning rail carts available to be chartered. These unused carts are stored at major stations across the Five Nations, and can be linked up to the next lightning rail coach on only a few hours' notice. The carts are fairly configurable and can carry passengers, cargo, or a mix of both. Meal service is not provided to chartered carts as part of the charter fee, but can be purchased separately.

While standard carts are designed to carry either passengers or cargo (but not both), a privately owned cart can be configured however the owner wishes. Most are built so that one-third of the cart carries cargo, while the rest of the cart is maintained with passen-

TABLE 1–2: POINT-TO-POINT LIGHTNING RAIL DISTANCES

Western Line	**Distance from Sharn**	**Time from Sharn**	**Distance from Previous Stop**	**Time from Previous Stop**
Breland Stations				
Sharn	—	—	—	—
Wroat	212 miles	7 hr.	212 miles (Sharn)	7 hr.
Hatheril	947 miles	1 day 7.5 hr.	735 miles (Wroat)	1 day 0.5 hr.
Sword Keep	1,131 miles	1 day 13.75 hr.	184 miles (Hatheril)	6.25 hr.
Starilaskur	1,219 miles	1 day 16.5 hr.	1,007 miles (Wroat)	1 day 9.5 hr.
Sterngate	1,615 miles	2 days 6 hr.	396 miles (Starilaskur)	13.25 hr.
Vathirond	1,534 miles	2 days 3 hr.	315 miles (Starilaskur)	10.5 hr.
Thrane Stations				
Aruldusk	1,876 miles	2 days 14.5 hr.	342 miles (Vathirond)	11.5 hr.
Sigilstar	2,040 miles	2 days 20 hr.	164 miles (Aruldusk)	5.5 hr.
Flamekeep	2,510 miles	3 days 11.75 hr.	470 miles (Sigilstar)	15.75 hr.
Thaliost	2,874 miles	3 days 23.75 hr.	620 miles (Fairhaven)	20.75 hr.
Aundair Stations				
Marketplace	1,462 miles	2 days 0.75 hr.	331 miles (Sword Keep)	11 hr.
Passage	1,793 miles	2 days 11.75 hr.	322 miles (Marketplace)	10.75 hr.
Fairhaven	2,254 miles	3 days 3.25 hr.	461 miles (Passage)	15.5 hr.
Zilargo Stations				
Zolanberg	1,875 miles	2 days 14.5 hr.	260 miles (Sterngate)	8.75 hr.
Korranberg	2,146 miles	2 days 23.5 hr.	271 miles (Zolanberg)	9 hr.
Mournland Stations				
Eston*	2,164 miles	3 days 0.25 hr.	630 miles (Vathirond)	21 hr.
Metrol*	2,244 miles	3 days 2.75 hr.	710 miles (Vathirond)	23.75 hr.

gers in mind. The given price for owning a lightning rail cart is for a standard cart (see page 18). Different layouts are possible, but might increase the price.

Lightning Rail Crew Cart: A lightning rail crew cart houses the coach's crew and the primary elemental chamber that powers the coach. Crew carts are usually only chartered when a destination is not one often serviced by House Orien. Customers chartering a crew cart also get one additional cart (passenger, cargo, or custom) for the given fee; chartering additional carts costs extra.

Purchasing your own lightning rail crew cart is very expensive, but it can be done. The lines of *conductor stones* needed to run the crew cart are maintained by House Orien and you must obtain their permission before your cart can make use of them. Keeping your cart stored at an Orien facility also requires a rental fee. The crew cart does not include a set of *lightning reins*, which must be purchased separately if needed. Most people find it far more convenient (and less expensive) to leave the crew carts to House Orien and simply purchase a private cart (see above). However, for certain lightning rail destinations—including the Mournland—owning your own crew cart is the only option.

Sailing Ship: This is the standard traditional sailing ship, run without benefit of elementals or dragonmark heirs. While House Lyrandar dominates the shipping of valuable commodities, enough independent ships still sail to suit those looking for a discount—or to transport something too dangerous or illegal for Lyrandar to touch. In order to remain competitive with House Lyrandar, standard sailing ships are forced to charge half what they might otherwise charge for fare passengers.

Sailing Ship, Lyrandar: The rates given are for traveling on a standard sailing vessel outfitted with a *wheel of wind and water* and piloted by a House Lyrandar dragonmark heir. House Lyrandar never sells Lyrandar sailing ships as such. The price on Table 1–1 is the cost of a normal sailing ship plus the cost of a *wheel of wind and water*, but it is up to the hopeful buyer to obtain a *wheel* (and find a dragonmark heir who can properly use it).

Sailing Ship, Soarwood: A soarwood sailing ship is of normal design but incorporates soarwood into its overall construction. Though still not in the same class as a Lyrandar-helmed vessel, it is lighter and faster than a normal ship of its type.

Stormship: Almost all stormships are owned by the national navies and are rarely available for private use. Since the only reason to specifically require a stormship would be the expectation of battle, should a private owner decide to accept charters, the price

Karrnath Line	**Distance from Korth**	**Time from Korth**	**Distance from Previous Stop**	**Time from Previous Stop**
Karrnath Stations				
Korth	—	—	—	—
Rekkenmark	128 miles	4.25 hr.	128 miles (Korth)	4.25 hr.
Atur	274 miles	9.25 hr.	274 miles (Korth)	9.25 hr.
Vedykar	522 miles	17.5 hr.	248 miles (Atur)	8.25 hr.
Fort Zombie	778 miles	1 day 2 hr.	256 miles (Vedykar)	8.5 hr.
Mournland Stations				
Metrol*	1,196 miles	1 day 15.75 hr.	418 miles (Fort Zombie)	14 hr.
Eston*	1,976 miles	2 days 18 hr.	780 miles (Metrol)	1 day 2 hr.

Eastern Line	**Distance from Krona Peak**	**Time from Krona Peak**	**Distance from Previous Stop**	**Time from Previous Stop**
Mror Holds Station				
Krona Peak	—	—	—	—
Karrnath Stations				
Irontown	267 miles	9 hr.	267 miles (Krona Peak)	9 hr.
Vulyar	776 miles	1 day 2 hr.	509 miles (Irontown)	17 hr.
Talenta Plains Station				
Gatherhold	1,290 miles	1 day 19 hr.	514 miles (Vulyar)	17 hr.
Mournland Station				
Metrol*	2,084 miles	2 days 21.5 hr.	794 miles (Gatherhold)	1 day 2.5 hr.

*House Orien no longer provides lightning rail service to these stations.

would be based entirely on circumstances and the level of danger involved. Purchasing an existing stormship is difficult, but less so than convincing the workshops of Zilargo to produce what is (to them) an obsolete design.

Wind Galleon: Standard fare on a passenger wind galleon is only available between established destinations and includes a shared cabin and simple meals for the duration of the journey. Cargo space is sold by weight, but only if shipping to select trading ports. Getting goods or passengers to or from any other location requires that the whole galleon be chartered.

If chartering a wind galleon from House Lyrandar, you can request an expert pilot (Profession (sailor) +15 or higher) for an additional fee of 100 gp per day.

Lightning Rail Travel

The lightning rail is a magical marvel that connects many of the major cities of Khorvaire, allowing fast and reliable travel between established stops. Many lightning rail lines were severed during the Last War—some accidentally, some intentionally.

Today, House Orien operates three unconnected lightning rail lines—the Western Line, which connects Breland, Aundair, Thrane, and Zilargo; the Eastern Line, which connects the Mror Holds, Karrnath, and the Talenta Plains; and the Karrnath Line, which connects the major cities of that land. All three lines are theoretically still connected to one another at Metrol, former capital of Cyre, but House Orien has not sent a lightning rail through the ruined city since the Day of Mourning. The Karrnath Line was also once connected to the Western Line through Thaliost in Thrane, until the Karrns deliberately destroyed the bridge at Rekkenmark. Most of Karrnath is thus cut off from the rest of Khorvaire, at least as far as the many who rely on lightning rail travel are concerned.

Lightning rail fares are measured by distance, with the mileage between each station carefully measured by the Couriers Guild. Table 1–2: Point-to-Point Lightning Rail Distances gives the major stops along each line by nation, giving the distance from the line's point of origin and the previous stop (in parentheses). It also gives the expected travel time between stops, not taking into account any delays at stations while cargo is loaded or unloaded, carts are rearranged, or repairs are made.

The table does not show every single lightning rail station on Khorvaire; hundreds of smaller stations are scattered across the Five Kingdoms, each built to be accessible to several nearby villages. Most such villages do not get regular service from House Orien, though, seeing only a few chartered lightning rail coaches each season to bring cargo in or out.

ENCOUNTERS WHILE TRAVELING

The journey is often as important as the destination when characters go forth in search of adventure. Any journey will be defined mostly by what encounters take place, so interesting and memorable obstacles are the order of the day.

Combat Encounters

With so many exotic locations filled with unknown horrors, it is not surprising that many of the obstacles a party might face during an Eberron voyage will result in combat. Here are some of the most common types of encounters that can occur while on the road.

Monster Attack: One or more unintelligent monsters attack the travelers. The monsters have no relation to the PCs' current mission, and are probably searching for food (or, less likely, treasure). This is perhaps the type of encounter most commonly imagined when discussing traveling.

Monster attacks are least likely to occur when traveling by lightning rail, since most monsters in a region that contains a regularly used *conductor stone* line have long since learned to stay away from it. Such encounters are most likely to occur when traveling by mount (with the mounts possibly responsible for attracting hungry monsters in the first place).

Bandit Attack: A group of intelligent creatures attacks the travelers, attempting to gain wealth, slaves, or other commodities. The bandits do not know the PCs personally, but simply attack anyone who travels through their territory. Their tactics will be organized and will make use of the local terrain, since they wait for prey to come to them. If the bandits encounter significant resistance, they retreat and wait for easier targets to wander along.

Bandits rarely attack airships, since they travel so far out of reach and the effort in seizing one usually outweighs the value of their scant cargo. Caravans are usually the most profitable targets, containing large quantities of goods with sometimes minimal protection.

Hijacking: A hijacking is similar to a bandit attack, except that the target is not the cargo but the vehicle that carries it. The hijackers are looking to seize control of the vehicle, most often to keep it for themselves or divert it to a new destination. Hijacking teams are more likely

TABLE 1–3: MYSTERIOUS TRAVELERS

d%	Traveler Description
01–02	A female human merchant of obvious means seems to be deliberately calling attention to her presence, loudly giving her name and mentioning the time of day.
03–04	A pair of male shifters drink heavily and spoil for a fight.
05–06	A male-personality warforged quietly reads a book titled *The Machine Manifesto*.
07–08	A male half-elf sits down, says, "Beware the wolf—he howls at midnight," and leaves without further comment.
09–10	A female gnome watches the other passengers carefully, writing down observations in a tiny orange book.
11–12	A Brelish veteran with one arm verbally assaults any and all warforged, blaming them for his injury.
13–14	A well-dressed man sits awkwardly next to the wall, apparently trying to avoid touching or being touched by anyone else.
15–16	A cloaked figure moves silently along, pausing slightly when it catches sight of the PCs.
17–18	A young acolyte of the Silver Flame loudly preaches his faith in an attempt to convert an essentially captive audience.
19–20	A down-on-his-luck bard plays the harp with mediocre skill, asking for donations from other passengers.
21–22	A deaf man and his wife hold a conversation with their hands, but suddenly stop when they notice they are being watched.
23–24	A frail, thin man has a small strongbox shackled to his wrist. Two heavily armed half-orc bodyguards stand beside him.
25–26	Three hobgoblin mercenaries from House Deneith discuss plans among themselves in their native tongue.
27–28	A harried female dwarf tries to keep her two children corralled, but the oldest one keeps sneaking away.
29–30	A bored changeling practices duplicating the faces of the other passengers. Not all are amused.
31–32	A female shifter prowls up and down the aisle, looking angry at the world.
33–34	A warforged bard uses his own body as a percussion instrument to entertain the passengers.
35–36	A dog with no apparent owner wanders around.
37–38	Two Karrnathi soldiers seem extremely nervous and speak to no one.
39–40	A male halfling leads a tiny pet dinosaur on a leash, tugging at it whenever it stops to examine something.
41–42	A half-orc sits with a small potted plant, whispering to it in Orc.
43–44	A well-dressed female dwarf wearing eight copper rings paces restlessly.
45–46	A silver dragon in human form observes the interactions of passengers, paying close attention to any dragonmarked PCs.
47–48	A House Cannith tinker examines the structure of the vehicle closely, looking concerned and asking questions about possible escape procedures.
49–50	A halfling from House Ghallanda offers food and drink to all passengers—except, oddly, any elves or half-elves.
51–52	A young female half-elf in adventurer's garb weeps openly.

to specifically target a vessel they desire, so their interest in the occupants is often minimal.

Airships are the prime target for this kind of attack, because their enormous value and utility more than make up for the difficulty of accessing and seizing them. Wagon caravans can sometimes be a target for hijackers, but travelers on horseback rarely have to worry about having their mounts stolen out from under them on the road.

Interception: One or more creatures attack the travelers along their current route, possibly to thwart their overall objective. These combatants are specifically targeting the PCs (or someone else traveling with them) and likely care little about the cargo or the crew. If driven off, they are more likely than bandits or hijackers to return after resting or acquiring reinforcements.

Because an interception encounter is focused on the PCs, it is equally likely to occur regardless of the form of transport employed.

Pursuit: Hostile forces trail the player characters but do not engage immediately in combat. They might be tracking the PCs' movements or simply waiting for the right opportunity to strike. Pursuit differs from most other combat encounters in that once the PCs become aware of it, they have a chance to choose the time, place, and circumstances of the battle (from immediate attack to careful ambush).

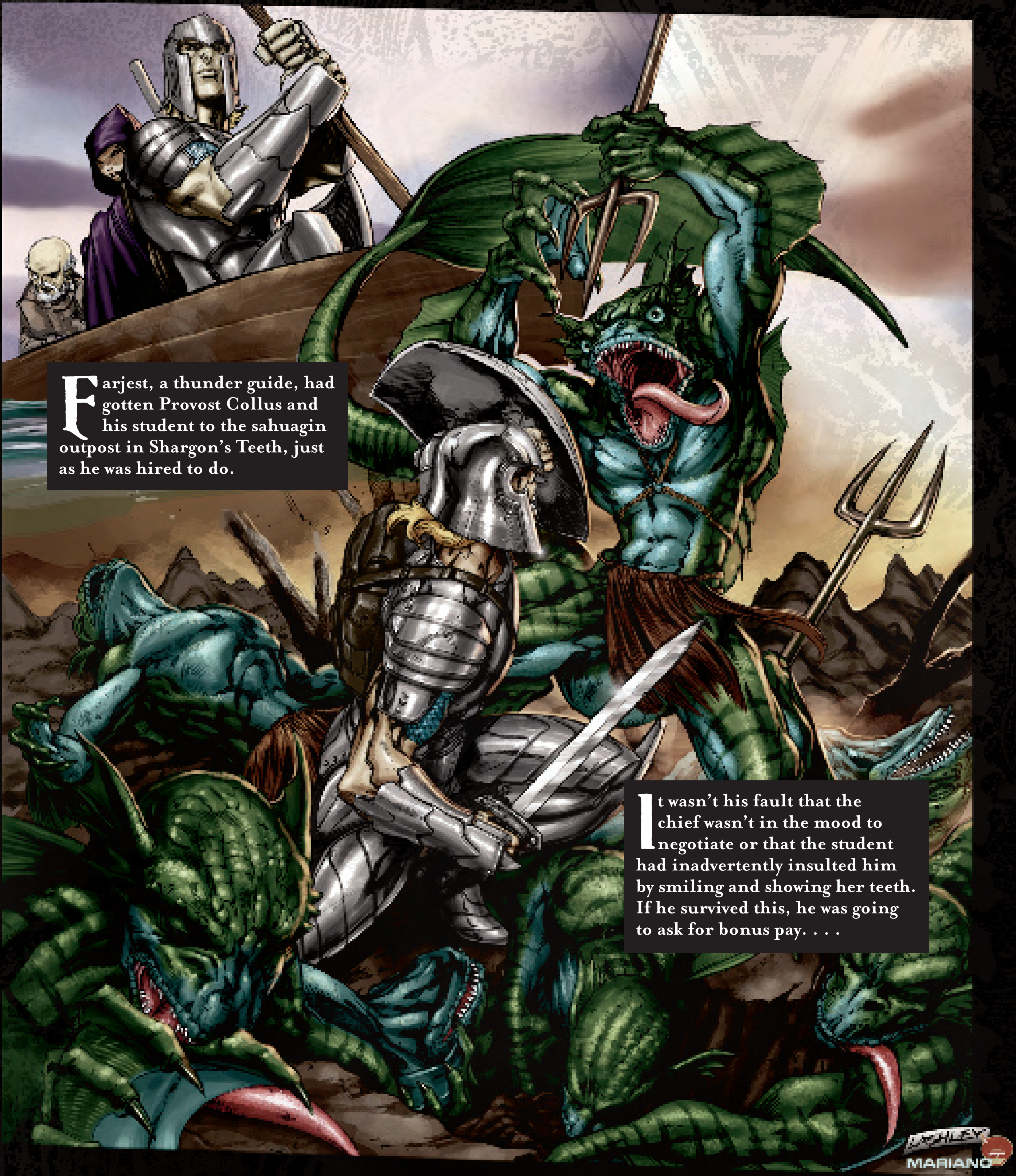
Pursuit is usually impossible while traveling by lightning rail unless enemies board the same train as the PCs and attempt to stay hidden. Seagoing vessels are fairly easy to pursue because the wide-open expanses of the ocean allow a pursuer to follow from a great distance without arousing suspicion. Likewise, a party traveling on foot or horseback through dense forest or wilderness terrain might be followed closely without being aware of it.

Mysterious Traveler Encounters

In any crowd, including those aboard a ship or lightning rail cart, some people stand out. You might ignore them, intent on simply going your separate ways when the vessel docks, or you might make first contact with something as mundane as an exchange of names.

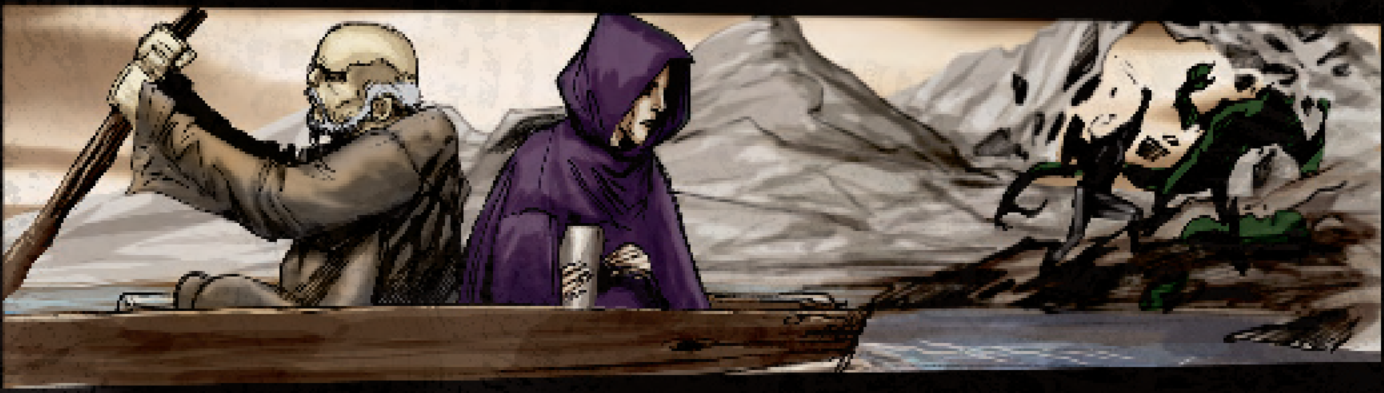
Table 1–3: Mysterious Travelers sketches out a number of passengers that the PCs might encounter while traveling by lightning rail, airship, wind galleon, caravan, or coach. Each might lead to a whole new adventure, or might be little more than a momentary diversion. Discovering who these travelers are (and the stories behind them) is up to you.

d%	Traveler Description
53–54	An elf "entertainer" from House Phiarlan is seen whispering conspiratorially with a member of the vehicle's crew.
55–56	A male kalashtar is trying too hard to pass himself off as human, conspicuously dropping human slang into his speech.
57–58	A female human—actually an Inspired agent of the Dreaming Dark—watches all that transpires with her one good eye.
59–60	A somewhat disheveled human magewright tries to bargain his meager magical skills for food or spare coinage.
61–62	A warforged leaning heavily on a wooden staff carries on a conversation with the docent attached to his chest.
63–64	A human pickpocket cases the other passengers, looking for his next victim.
65–66	A human from Aundair obsessively checks and rechecks his traveling papers.
67–68	An artificer tinkers with her latest invention, leaving tiny cogs and bits of reagent scattered around her.
69–70	An attractive male half-elf makes advances toward any and all female passengers.
71–72	An apprentice wizard draws arcane symbols on the window, glaring at anyone who disturbs him.
73–74	A male dwarf with a bandaged wound checks it repeatedly, occasionally pouring ale on it and wincing.
75–76	A young red-haired female human in a tight dress tries to get male passengers to buy her drinks.
77–78	An Aerenal elf sits silently, trying to ignore the stares his appearance generates among other passengers.
79–80	A disheveled old man loudly proclaims that dragons told him the end of the world is nigh.
81–82	A young human girl is apparently traveling with no parent or guardian.
83–84	A lone goblin holds his traveling papers out to anyone passing by, clearly nervous that he will be asked to leave.
85–86	Four kalashtar monks meditate with incense and quiet chants.
87–88	A cloaked follower of the Blood of Vol is transporting a severed human head in a large glass jar.
89–90	A rogue tries to swindle his fellow passengers with marked cards.
91–92	A House Tharashk inquisitive examines the floor of the vessel very carefully, offering no explanation.
93–94	A group of otherwise unremarkable farmers carry a strange device bearing Draconic runes.
95–96	A cleric of the Sovereign Host seems annoyed, and is outright rude to several passengers who ask him for blessings.
97–98	An older human male reads the *Korranberg Chronicle*, loudly proclaiming his disbelief and outrage at every story.
99	Roll again—the mysterious travelers are actually one or more changelings appearing to be whatever the second roll indicates.
100	Roll twice more—the two travelers indicated are about to come to a very obvious conflict of some kind (verbal or physical, depending on their natures).



Farjest, a thunder guide, had gotten Provost Collus and his student to the sahuagin outpost in Shargon's Teeth, just as he was hired to do.

It wasn't his fault that the chief wasn't in the mood to negotiate or that the student had inadvertently insulted him by smiling and showing her teeth. If he survived this, he was going to ask for bonus pay. . . .



CHAPTER TWO

TOOLS OF THE TRADE

People of the Five Nations ride, sail, and even fly from city to city in an age of unparalleled freedom of movement. Whether catching the lightning rail across Khorvaire or chartering an airship to explore the ruins of Xen'drik, adventurers have a number of exotic options for reaching their destinations quickly and safely.

ELEMENTAL VESSELS

The practice of binding elementals to vehicles as a means of providing fast and relatively safe transport is quickly spreading across all Khorvaire. Most elemental vessels are owned and operated by the Windwrights Guild of House Lyrandar, but the gnomes of Zilargo will build ships for anyone who can pay their exorbitant fees. As the Last War fades into memory, more and more elemental vessels are seeing use, bringing the citizens of Eberron closer together—for better or worse.

CONSTRUCTING AN ELEMENTAL VESSEL

With the help of House Cannith, the gnome artificers and wizards of Zilargo have mastered the art of building elemental vessels—a clandestine process requiring detailed engineering, arcane skill, and rare materials from around the world. Building a new ship can occupy a single workshop for months as magic energy is painstakingly laid into the vessel's hull. Such work is a complicated process requiring the labor of many; it is not a task that can be undertaken by a lone wizard, no matter how much gold he or she has to spend.

The gnomes guard their construction secrets carefully, both from strangers and from competing Zilargo workshops. While the gnomes' knack for uncovering secrets has led to some standardization of certain designs, each workshop has a different specialty.

Before any elemental can be bound, a Khyber dragonshard of the largest size and finest quality is required. Elemental vessel production grinds to a halt without a steady supply of such dragonshards, and workshops with an order to fill will pay a handsome fee to adventurers willing to retrieve them from the world below. If a customer is capable of providing his own dragonshard, the cost of building a custom elemental vessel drops by 10%.

Airships and wind galleons require a second rare substance: soarwood. The buoyant timber can only be found on the island of Aerenal, and the elves carefully limit how much they harvest yearly. Airship production has been greatly limited as a result, and most workshops cannot keep up with orders for the new vehicles due to the supply limitations. Anyone able to uncover a new supply of soarwood for the gnomes would be substantially rewarded; even convincing the Aerenal elves to part with more than their predetermined quota would be worth a great deal.

CONTROLLING A BOUND ELEMENTAL

The telepathic control granted to a Lyrandar pilot by his dragonmark allows him to command a bound elemental without difficulty, but that does not mean that everyone bearing the Mark of Storm is capable of flying an airship with the same level of expertise. Most dragonmark heirs will be able to move a ship from port to port well enough, but a skilled pilot truly understands his ship's powers and limitations, and can execute amazing maneuvers through carefully worded commands. The role of the ship's crew should not be discounted, though, for not even the best pilot can control an airship, a wind galleon, or a lightning rail coach single-handedly.

Guiding an elemental vessel through any complex maneuver requires a Profession (sailor) check on the part of the pilot at the helm, just as sailing a regular ship does. Because the elemental has control over the ship's propulsion, however, being able to effectively communicate with it can greatly improve a pilot's ability to steer. Anyone in control of a vessel's bound elemental (through a dragonmark or any other method) can add his Charisma bonus on any Profession (sailor) checks made to control the vessel. If the elemental is completely uncontrolled, any attempt to steer the vessel takes a –20 penalty, making it almost impossible to seize control of an elemental vessel without the elemental's cooperation.

Controlling an elemental without benefit of a dragonmark is trying, at best. At the most basic level, a character can stand at the helm and simply attempt to order the elemental to obey her. Unless the plea is sufficiently sincere or intimidating, though, the elemental is likely to ignore the order, forcing the use of one of the following techniques.

The following rules apply to the use of each of the spells and abilities described below.

- To establish line of effect with a bound elemental, you must be touching the dragonshard to which the elemental is bound.
- To communicate with an elemental that you have affected, you must be touching the dragonshard. On an elemental vessel, you can also communicate with the elemental by touching the vessel's helm.
- The effects discussed below apply only to elemental vessels. Elementals can be bound into other types of items (such as armor or weapons), but only elemental vessels operate through the will of the bound elemental. In other items, the elemental is simply present but is not exerting its will on the item or its bearer, so charming or dominating an elemental bound into an item has no effect as long as the elemental remains bound.

Charm Monster: With a duration measured in days, a *charm monster* spell can be very effective for controlling an elemental in the absence of a skilled pilot. This magical control can be attempted as long as the caster is touching the Khyber dragonshard to which the elemental is bound. Commands can be given while touching either the dragonshard or the vessel's helm. The elemental receives a Will save as normal.

An elemental under the influence of *charm monster* does not follow the caster's orders unquestioningly, but instead follows the behaviors outlined in the spell's description (see page 209 of the *Player's Handbook*). As noted in the spell description, you must be able to communicate with the elemental in some manner in order to influence its actions.

Dominate Monster: As *charm monster*, except that the spell allows complete control of the elemental as outlined in the spell's description (see page 224 of the *Player's Handbook*). A character who successfully casts *dominate monster* can even attempt to wrest control from someone using the helm proper, making an opposed Charisma check against the pilot as a standard action. Success means that the elemental obeys the caster's command rather than the pilot's. The pilot can attempt to regain control with his own opposed Charisma check (also a standard action), though he must remain at the helm to do so.

Routine commands and piloting of an elemental vessel do not allow the elemental to make a new saving throw (see page 224 of the *Player's Handbook*), but extremely risky maneuvers or prolonged combat certainly could.

Elemental Command: A cleric with access to the Air, Earth, Fire, or Water domain can command an elemental of the same type, including one bound to a ship. By touching the dragonshard and expending one of her daily uses of the appropriate elemental command ability, a character can temporarily take control of the bound elemental as if she bore a dragonmark of the appropriate type. The elemental remains under the character's command for 1 minute or until she breaks contact with the dragonshard (whichever comes first), after which she must expend another use of her elemental command ability in order to regain control.

SUPPRESSING A BOUND ELEMENTAL

Though controlled to some degree, the roaring fire of an airship powered by a bound fire elemental can prove dangerous as any conflagration; so long as an airship remains aloft, its fire must burn. When docking airships and other elemental-powered vessels, pilots have learned to suppress a bound elemental, sending it

Wayfinder Foundation Travel Tip
How to Speak to a Bound Elemental

I am certain that the thought has crossed all our minds while riding on an airship: What if the fine heir of Lyrandar piloting this vessel were to choke on a fishbone at dinner and die on the spot? Could any of us seize control of this ship and safely guide it to town? Rest assured that such thoughts will trouble you no longer if you keep the following steps in mind.

- Approach the helm, usually located to the rear of the ship's top deck. Look for the elegantly carved wooden wheel.
- Address the elemental in a firm, resolute voice. Make it know that you will be giving it orders now, and it will do as you command. It is important that you set the tone for your relationship with the creature as early as possible, and that tone must be one of superiority.
- Above all else, avoid bargaining or making deals with the elemental. Do not promise it freedom or rest or any such luxury; merely command it to do as you wish.
- With luck, the elemental will already be following your orders. If not, try again, but be more indignant, demanding to know how it dares defy you. Try to work up a good righteous anger.
- If all else fails, allow someone else to try. People with good speaking voices, such as actors or singers, have been known to have a knack for projecting the appropriate sense of command.

back into the Khyber dragonshard that binds it. A suppressed elemental cannot power the ship, but is also no longer in a position to inadvertently break moorings or injure dockworkers loading or unloading cargo.

Suppressing a bound elemental almost always requires a telepathic command from a dragonmark heir using a *wheel of wind and water* or similar control device. Anyone attempting to control the elemental through force of personality alone finds it very difficult, for while most elementals have long since come to terms with their bound status, they loathe being forced within the confines of the shard. As such, they resist the order with all their might, granting them a +4 circumstance bonus on opposed Charisma checks to resist the suppression.

Releasing a suppressed elemental and restoring it to active use requires only a simple command—one that the elemental is always ready to obey, regardless of the means of control normally required. It takes 1 full round for an elemental to restore itself once the command is given.

Once a bound elemental is suppressed, a pilot cannot direct it to power or steer a vessel, and cannot communicate with it except to release it from suppression. Whether the vessel can move at all depends on its design. Some ships rely on the elemental for all propulsion, while others combine elemental power with more traditional methods (see the Suppression entry for each vehicle type for details).

There are a few means of forcibly suppressing a bound elemental, often used as a last-ditch attempt to keep an uncontrolled elemental from crashing a vessel.

Banishment/Dismissal: A successful *banishment* spell suppresses a bound elemental for 2d6 minutes. While suppressed, the elemental cannot be restored to normal operating status, but it restores itself automatically at the end of that time. A successful *dismissal* has the same effect, but only for 2d6 rounds. You do not need to be at the helm in order to use either spell.

Elemental Turning/Rebuking: Elemental turning abilities similar to those possessed by some windwright captains (see page 70) or clerics with access to the Air, Earth, Fire, or Water domain can often stop an uncontrolled elemental from doing great harm. A character can attempt to turn or rebuke a bound elemental if he is within 60 feet of any part of the ship to which it is bound, even if another person is controlling the ship with it at the time. If the attempt is successful, the elemental is immediately suppressed for 10 rounds or until released by command as normal.

Most elementals bound to ships are Huge elementals with 16 HD. You cannot destroy a bound elemental by turning it.

FREEING A BOUND ELEMENTAL

One of the great strengths of the binding process is that it is very difficult to release a bound elemental by accident. The Khyber dragonshard used for the ritual is well protected, so that even if an elemental vessel is heavily damaged or destroyed, its elemental binding typically remains in place. However, a few methods are available should one actively desire to release a bound elemental.

Breaking the Dragonshard: Shattering the Khyber dragonshard that binds it can free an elemental, but it is a difficult task. On the elemental vessels used by House Lyrandar, the shard is sealed in a protective box, often guarded with *glyphs of warding* or other magic traps, and in turn protected within a special housing chamber. The shard itself is around 6 inches in diameter and 12 inches long, has 90 hit points, and is enhanced with a *hardening* spell cast by the gnomes who built the ship that gives it hardness 16. Wary ship owners often invest in additional protections as well.

Freedom: A *freedom* spell immediately shatters the dragonshard and sends the elemental back to its home plane. So long as the loss of its elemental doesn't cause it to crash, the ship is otherwise unaffected, and a new shard with another elemental bound to it can be reinstalled at any time.

Mordenkainen's Disjunction: It would be a disaster for a spell of this magnitude to be unleashed aboard an elemental-powered vessel. Not only will ship and helm be disjoined, permanently ruining their ability to function, but the elemental will be instantly freed (and probably very angry).

THE ELEMENTAL AND THE VESSEL

Zilargo's gnome artificers and the mages of House Cannith imbue every elemental vessel with an invisible, arcane matrix. This magic essence winds its way from the specially constructed containment chamber at the core of the ship to the binding struts, then through the rest of the vessel's hull. When the Khyber dragonshard holding the bound elemental is placed within the containment chamber, the arcane matrix comes alive. The unsuppressed elemental emerges from the shard, flowing along the matrix like blood through the arteries and veins of a living creature.

The first stage in the matrix is the binding struts that force the elemental into a ring shape and give every elemental vessel its distinctive appearance. From there, the elemental continues to flow through the ship's hull, appearing as jagged, snaking lines of living energy that pulse and shift.

These living conduits of elemental energy take on an appearance according to the type of elemental bound into the vessel. A fire elemental, for example, sends tendrils of flame along the hull of its ship, while flowing veins of rock and crystal indicate the presence of an earth elemental bound to a land cart. When an elemental is suppressed, its essence flows back into the containment chamber and the matrix disappears from view.

VESSELS IN THE GAME

The *Stormwrack* supplement has details for ship-to-ship combat, naval chases, and ways to customize your ship. If you only take to the high seas once in a while, though, the summary below should suffice.

Each of the vessels presented in this chapter includes a short statistics block (compatible with the more detailed rules in *Stormwrack*) describing the vessel. A ship's statistics block includes the following entries.

Size: The size of the vehicle, using the same size categories as creatures do.

Seaworthiness/Airworthiness: The ship's overall sturdiness. This modifier is applied to any Profession (sailor) checks the captain or master makes in order to avoid foundering, sinking, and hazards that large, well built vessels avoid more easily than small and frail ones.

Shiphandling: The ship's agility and nimbleness. This modifier is applied to Profession (sailor) checks the captain or master makes in order to avoid collisions, come about, sail close to the wind, and other situations that small, swift vessels avoid more easily than large and clumsy ones.

Speed: The ship's speed and its nautical maneuverability rating. Sailing vessels have a base speed, which is then modified by the wind strength. For example, a ship with a speed of "wind 15 feet" has a speed of 15 feet if the wind speed modifier is 1, 30 feet if the modifier is 2, or 45 feet if the modifier is 3.

A sailing ship steering within 45 to 90 degrees of the wind is reduced to half speed. Finally, a sailing ship cannot sail directly into the wind; its speed is reduced to 0 if it tries to do so (although a ship can tack in alternating directions, of course).

A sailing ship with its nose pointing into the wind isn't stuck there forever. The helmsman can "turn in place" 45 degrees in 1 full round in order to fill the sails with wind and begin making way again. A ship with oars is not reliant on the wind, of course, and can travel at its given speed in whatever direction the helmsman chooses. Ships with both sails and oars can choose which type of movement to use at a given time, taking a full round to change propulsion modes.

Maneuverability: Ships (whether airships or sea vessels) also have maneuverability ratings that function like those in the rules for aerial movement, but the turn speeds are slower.

Overall AC: The AC of the ship as a whole. Ships of Huge size or larger rarely use this figure, since an attacker targets a single hull section at a time when attacking a Huge or larger ship.

Rigging Sections: The number of rigging sections the ship possesses. Generally, each rigging section is equal to one mast.

Rigging hp: The number of hit points and the hardness of each rigging section.

Ram: The damage dealt by the vehicle per 10 feet of speed it currently possesses if it rams another object. For example, a ship with a base ram damage of 3d6 deals 3d6 damage if moving at a speed of 10 feet, 6d6 at a speed of 20 feet, 9d6 at a speed of 30 feet, and so on.

Hull Sections: The number of hull sections the ship possesses, and how many must be destroyed before the ship sinks or crashes.

Watch: How many crew members are typically on duty at a given time. If a vessel falls below the minimum number of sailors on watch, its shiphandling modifier is reduced by 4. If the vessel falls below half the minimum number of crew members needed on watch, its shiphandling bonus is reduced by 8, and it can no longer change speed. If the ship changes heading, its speed is reduced by 10 feet per heading change—without sailors to adjust the sails and rigging (or other controls), the ship is no longer sailing or flying efficiently.

Complement: The total number of crew members aboard at a given time.

TABLE 2–1: MANEUVERABILITY

	Good	Average	Poor
Max. speed change	20 ft.	10 ft.	5 ft.
Reverse*	10 ft.	5 ft.	5 ft.
Turn	45°/30 ft.	45°/60 ft.	45°/120 ft.
Turn in place*	180°	90°	45°
Maximum turn	90°	45°	45°

*Normally available only to oared or elementally propelled vessels.

Maximum Speed Change: The maximum amount by which a vessel can change its speed (either speeding up or slowing down) in a single round. A vessel cannot exceed its maximum speed given the current wind strength and direction.

Reverse: Only oared vessels can go in reverse. A vessel cannot go backward unless its speed was 0 in the preceding round, and a vessel moving in reverse must first come to a dead stop for 1 round before moving forward again. A sailing ship cannot reverse direction but must turn around.

Turn: How much a vessel can turn after covering the stated distance.

Turn in Place: A vessel must begin the round with a speed of 0 to turn in place. A sailing ship can turn in place only when its speed is 0 and its bow is pointing into the wind (the ship raises enough sail to catch the wind and assume a new direction that will permit it to sail in the following round).

Maximum Turn: How much a vessel can turn in any one space.

ATTACKING A SHIP

A ship is composed of a number of hull sections and a number of rigging sections. When you attack a ship, you attack a section at a time. A ship section is an inanimate object. Its AC is usually very low, but it has hardness; it is also protected by the fact that many weapons and forms of attack deal partial damage to objects.

When you use a targeted spell or weapon to attack a ship, you target a particular section using the section AC. If you hit, you hit the section you were aiming at. The ship's section AC is higher than its overall AC, but you have the advantage of concentrating your damage on a section at a time, which will hole the enemy vessel more swiftly.

Attack Form	**Damage**
Melee weapon, piercing	half
Melee weapon, other	full
Ranged weapon, Small or Medium	none
Ranged weapon, Large	half
Siege engine, ballista	half
Siege engine, other	full
Acid	half
Cold	quarter
Electricity	half
Fire	half
Force	full
Sonic	full

THE AIRSHIP

The most advanced form of elemental-powered vehicle in existence, the airship is the pride of House Lyrandar and a symbol of the magical advances that many hope will become commonplace in the aftermath of the Last War. Still rare due to the limited supply of soarwood needed for their hulls, airships are one of the newest developments to emerge from the Cannith and Zilargo workshops.

Appearance: The standard airship (at least as far as standards have developed for this relatively new creation) looks similar to an oceangoing ship, but is replete with control fins and rudders rather than sails. A Huge elemental is bound into a ring around the hull, suspended on four struts jutting outward. Many airships were built for the very wealthy and have been outfitted with the finest amenities, with many decorative flourishes included in their construction.

Operation: Airships can move in all three dimensions, with or without the aid of the wind. Unlike most flying creatures, they do not rely on wings for lift thanks to their soarwood hulls. They are able to fly equally well on their sides or even upside down (notwithstanding the risks that such maneuvers present to passengers and crew).

Airships cannot actually land; the ring of the elemental prevents the bottom of the hull from getting closer than 10 feet to the ground. Docking towers are generally used to load or unload passengers in major cities, while rope ladders allow passengers to disembark in smaller centers or open terrain. Loading or

WAYFINDER FOUNDATION TRAVEL TIP
HOW TO SURVIVE A CRASHING AIRSHIP

When a water vessel begins to sink, it is almost always a good idea to evacuate as soon as possible. Even if it simply means throwing yourself into the sea, there is always the chance of swimming to shore or being rescued. The elemental airships that have increased in popularity in the last few years, however, do not offer the same option. Indeed, it is highly recommended that you NOT throw yourself overboard, lest you and the ground have an unfortunate meeting some distance below. Instead, consider the following.

If you don't have access to *feather fall* or some other similar helpful magic, your first task after crossing the gangplank is to identify all the dragonmarked Lyrandar crew members on board. One might possibly possess an aberrant dragonmark *feather fall* ability. Buy this crew member many beverages in the reception lounge.

Look for *life rings*. These soarwood rings are placed strategically along the main deck of better airships, allowing you and three of your fellows to float safely to the ground.

If you can find no *life rings* and cannot fly under your own power, then we suggest attempting to reverse the crashing of your ship. Remember that airships are naturally buoyant, so that most crashes result from the bound elemental driving the ship into the ground (by accident or, more rarely, from spite). If a rogue elemental can be suppressed or an uncontrolled elemental commanded in some manner, the ship should remain afloat.

In rare instances, significant damage to an airship's soarwood hull can negate its floating properties. If this is the case, we suggest finding the most structurally protected area aboard the ship and barricading yourself there. It is possible that the ship might collide with the ground at an angle, leaving much of the hull intact. Whatever you do, do NOT wait until the ship has almost crashed into the ground and then leap off. You will strike the ground at the same velocity as the vessel, and will almost certainly be slain.

Without a magical means of surviving the crash, your best hope is to right the ship. In the wheelhouse located at the stern, pull back on the yoke as far as you can. If the wheel is unresponsive, apply a *mending* spell to the support structures for the elemental ring surrounding the ship.

As a last-ditch effort, suspend yourself in the netting used to secure cargo in the airship's hold. The elastic nature of the netting may provide some cushion to the crash—enough, perhaps, to at least preserve an identifiable corpse.

Along with these other methods, we might humbly also suggest a prayer to whatever church you find most comforting in your time of need.

unloading any cargo too large to be carried requires a docking tower.

An average airship can reach a speed of 20 miles per hour through clear skies, but can carry only 30 tons of cargo, making it ill suited to run regular trade routes. Airships are most often employed by wealthy travelers with a taste for luxury and a need to move quickly. Airships have also found favor with explorers, who praise the vessels' versatility and speed.

Suppression: While the elemental bound to the airship is crucial for propulsion, the vessel's soarwood hull provides its lighter-than-air buoyancy. With the elemental suppressed, the ship remains aloft but can only move 1 mile per hour. The pilot always suppresses the elemental before docking.

History: Airships were a dream long before they became a reality, with House Lyrandar and House Orien trying for years to develop faster, more efficient means of moving cargo and people from place to place. When the means of elemental binding was first discovered by the gnome artificers of Zilargo in 805 YK, the stage was set. From House Cannith came plans for the first elemental vessels, crafted by a Zilargo workshop affiliated with the house. Between the Mark of Making and the binding techniques of the gnomes, the dream of elemental-powered transportation became a reality in 811 YK. Under commission from the Kingdom of Galifar, the lightning rail connected the cities of Flamekeep and Fairhaven (a line later destroyed during the Last War).

Even after the breakthrough of the lightning rail, the first airship took nearly two centuries to build. Rather than require an elemental to lift a vessel into flight, soarwood from Aerenal would allow an airship to float above the ground of its own accord. Using a bound elemental only to propel it, an airship might thus approach even the lightning rail's speed. Gnome magic and House Cannith artisanship were needed to strengthen the soarwood's natural properties, though, and work on the project dragged on far longer than expected.

Finally, in 988 YK, a crew of gnomes and House Cannith crafters successfully flew a prototype airship from Trolanport to Korranberg and back again. In 990 YK, a fleet of three elemental airships flying the banners of House Lyrandar began to make regular trips across the continent, and the age of air travel truly began.

Thanks to additional funding from House Lyrandar and House Orien, as well as from a number of the nations caught up in the Last War, a handful of experimental military air vessels appeared in the waning years of that century-long conflict. None proved viable as weapons, though, mostly due to the sheer expense of building them. Even today, that expense (as well as the unique skill required to control them) continues to make airships a relatively exclusive method of transport.

House Lyrandar currently has the largest and best-equipped airship fleet—not surprising, considering the powers bestowed upon its members by the Mark of Storm. The house regularly runs airships between the major cities of Khorvaire, and is willing to charter airships to select customers when vessels are available. Several nations (most notably Breland and Zilargo) and a few other dragonmarked houses use airships for official business, and a number of privateers try to compete by offering no-questions-asked service that House Lyrandar can't (or won't) compete with. In most cases, though, buying passage on one of Lyrandar's regularly scheduled runs, or chartering a House Lyrandar ship and crew for a specific destination, is the easier, cheaper option.

Airship: Colossal vehicle; Airworthiness +6; Shiphandling –4; Speed Fly 100 ft. (poor), Overall AC –3; Hull sections 1,000 (crash 250 sections); Section hp 60 (hardness 5); Section AC 3; Ram 12d6; SA fire ring; SQ resistance to fire 10, hover; Space 90 ft. by 300 ft.; Height 50 ft. (fire ring has 110-ft. diameter); Watch 20; Complement 150; Cargo 30 tons; Cost 92,000 gp.

Hover: Despite its maneuverability rating, an airship can hover and has no minimum speed required to maintain air travel. It cannot turn in place, however.

Ring: An airship can use either a fire or an air elemental. A burning fire elemental bound into a ring deals 3d8 points of fire damage to any creature or object passing it touches. When an air elemental is used, the damage is bludgeoning.

Aura: Strong conjuration, CL 15th.

Construction: Bind Elemental, *greater planar binding*, 46,000 gp, 3,680 XP, 92 days.

Price: 92,000 gp.

Sample Airship: The Beginner's Luck

Willing to fly anywhere for the right price, the *Beginner's Luck* is an independent airship owned and operated by Captain Morris Blacksilver (CN male human rogue 3/fighter 3), a Brelish ex-soldier who served aboard a similar ship during the closing days of the Last War. Thanks to an extremely lucky hand of cards, the veteran found himself one day the proud owner of a slightly used airship that he could neither fly (because he was not dragonmarked) nor sell (because no one else could afford it). Using what little cash he had, Blacksilver contracted the services of an inexperienced pilot named Cyria (CG female half-elf expert 4/dragonmark heir 1), who had only recently manifested the Lesser Mark of Storm. Morris then began hiring his ship (which he dubbed the *Beginner's Luck* as a tribute to his winning hand) to adventurers needing transport to dangerous parts of Khorvaire.

Though he has been in the transport business not quite a year, Blacksilver is enjoying himself immensely and turning a nice profit. He looks forward to seeing new places, and gladly takes jobs that send him to exotic locales. He secretly hopes that the *Beginner's Luck* will someday be chartered to fly to Xen'drik, since he has heard many tales about the trackless jungles there and the riches they hold.

The *Beginner's Luck* is fairly typical of an average-sized elemental airship, and could represent any such vessel with only minor modifications. It has two levels below deck and a raised forecastle and sterncastle. The hull of the airship is 6 inches thick and almost entirely constructed of soarwood, giving it hardness 5 and 60 hit points. Of course, since airships do not flood, a breach of the hull is mostly just an inconvenience.

1. Forecastle: A massive ballista, the sole armament of the *Beginner's Luck*, is installed on this raised portion of the deck. A movable platform allows the weapon to tilt forward and down, giving it a forward field of fire of 30 degrees above or below the level of the deck. Captain Blacksilver has only ordered the ballista fired on two occasions, both involving a hungry roc.

2. Supply Hold: Critical supplies necessary for operating the ship are kept here: spare planks of soarwood, replacement fins, bolts for the ship's ballista, and the like.

3. Galley: The ship's cook, a halfling named Jhall (N male halfling expert 2), runs the ship's galley beneath the forecastle. Heat from the bound fire elemental is redirected to the stove here, giving him excellent flames over which to cook. The adjacent mess hall has a simple wooden table with niches to keep plates and cups from sliding as the ship moves. It can seat ten at a time—more than adequate capacity with the crew eating in three shifts.

4. Pantry: Blacksilver is a man who loves food and keeps the pantry well stocked. With the door carefully bolted (Open Lock DC 30), the pantry is accessible only by Jhall and the captain.

5. Main Deck: This open deck is where the crew controls the fins that finesse the airship's flight path. While the elemental can handle simple point-to-point transport, it cannot compensate for inclement weather, and the crew is needed when attempting to fly in any sort of adverse conditions. The ramparts of this section are lined with wooden *life rings* (see sidebar), in case the order to abandon ship is given.

6. Binding Struts: These four structures hold the bound fire elemental into its familiar ring shape. The elemental itself is held 10 feet from the struts, well away from the wooden hull. The crew of the *Beginner's Luck* don't seem scared of the elemental, sometimes tossing leaves or other debris into the fire ring to watch it incinerate.

The Khyber dragonshard that binds the elemental to the ship resides in a secret housing chamber (6A) at the base of the upper strut (Search DC 25 to find). The magic imbued in the struts allows the elemental to travel along them and back into the dragonshard when suppressed. The housing chamber is sealed with an *arcane lock* (CL 12th).

7. Helm: This area on the sterncastle is the focal point for the magic energies laced into the ship's construction. It is from here that one can attempt to communicate with the fire elemental bound to the ship. Carved from dark wood and polished to a lustrous sheen, a *wheel of wind and water* stands here, allowing Cyria to control the fire elemental through her dragonmark (see page 263 of the EBERRON *Campaign Setting*).

8. Pilot's Quarters: Located just below the helm, Cyria's quarters contain a simple bunk and her personal effects. A short ladder leads directly to the helm, since Cyria must give the elemental explicit instructions on where and how to fly while she sleeps. Should the elemental ever become confused when on its own, she can reach the helm quickly in order to regain control.

9. Captain's Quarters: Occupying a two-level tower above the sterncastle, Morris Blacksilver's quarters are the largest and best furnished on the ship (naturally). The lower level contains a dining table, desk, and his many maps and charts of the lands of Eberron. The oddest object in the room is the upended head of a particularly nasty warforged warrior that Blacksilver defeated in the Last War; he now uses it as a spittoon. A short ladder leads to the upper level, which contains his bunk and personal effects. A *hardened* glass window

NEW MAGIC ITEM: LIFE RING

Life rings slow the fall up to four people, allowing them to safely exit an airship in an emergency.

Description: A *life ring* is a simple wooden hoop about 3 feet in diameter and 4 inches thick. Four equally spaced handholds are formed where the wood flattens slightly. A piece of thin twine crosses the middle of the ring.

Activation: In order to activate a *life ring*, you must cut the twine crossing the hoop. Just 1 point of piercing or slashing damage does the trick. Once cut, the ring becomes active for 8 rounds, after which it becomes nonmagical.

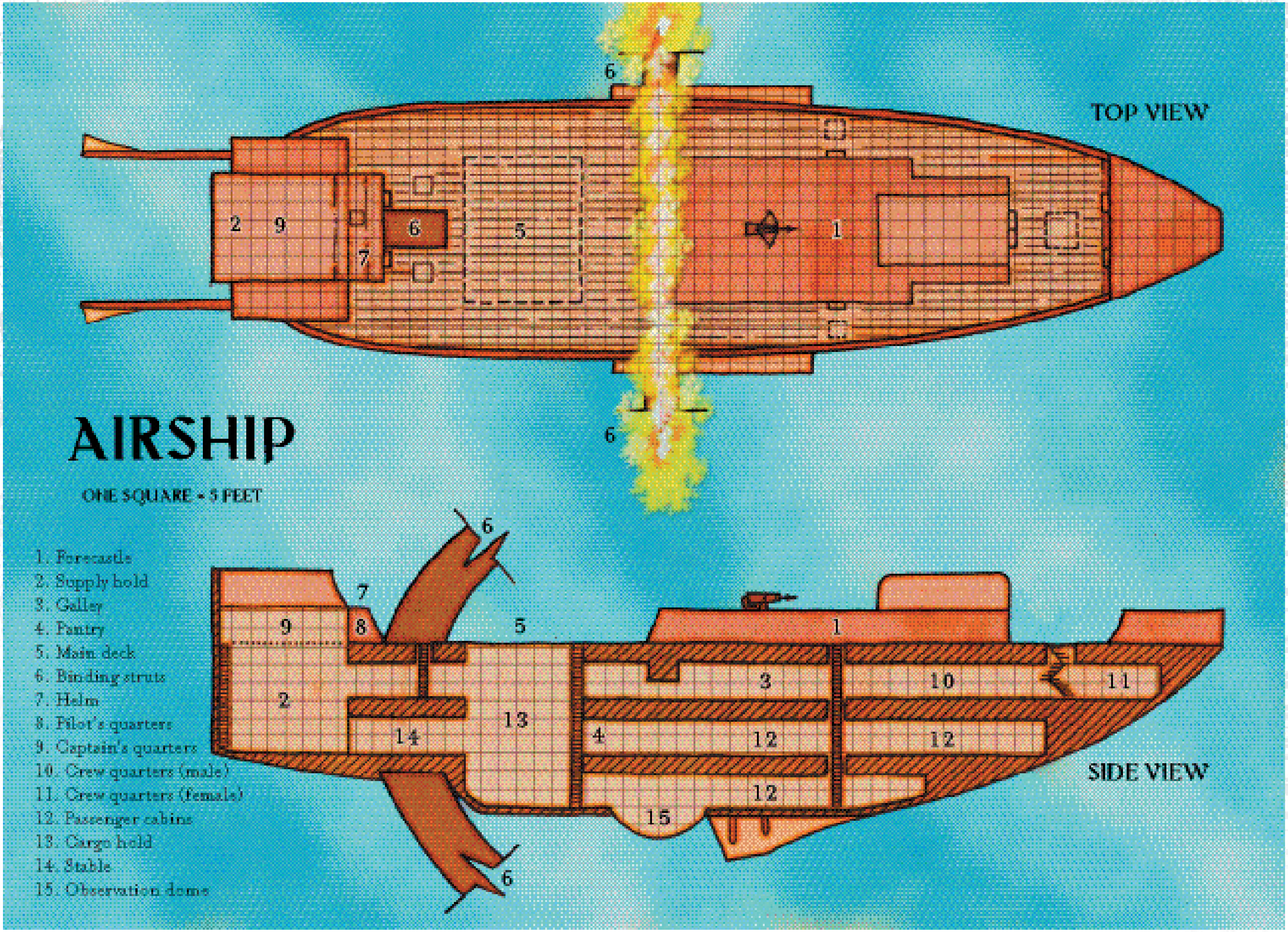
Effect: A *life ring* bestows a *feather fall* effect on up to four creatures grasping it. Creatures do not need to be touching the ring when it is activated. Often, a crew member with a dagger will cut the twine on each of the ship's *life rings*, passing them out in turn to passengers wishing to escape.

Aura: Minor transmutation, CL 4th.

Construction: Craft Wondrous Item, Extend Spell, *feather fall*, 200 gp, 16 XP, 1 day.

Weight: 5 lb.

Price: 400 gp.


TOP VIEW
SIDE VIEW
AIRSHIP
ONE SQUARE = 5 FEET
1. Forecastle
2. Supply hold
3. Galley
4. Pantry
5. Main deck
6. Binding struts
7. Helm
8. Pilot's quarters
9. Captain's quarters
10. Crew quarters (male)
11. Crew quarters (female)
12. Passenger cabins
13. Cargo hold
14. Stable
15. Observation dome
1
2
3
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14
15

here looks out over the helm and the rest of the ship, allowing the captain to observe the crew at all times.

10. Crew Quarters (Male): This large room houses the ship's sixteen male crew members (nine humans, three half-elves, one half-orc, three halflings, all expert 1). Hammocks are strung from the ceiling above, and locked boxes on the deck hold personal items. A simple card table graces the center of the room, where the sailors nightly attempt to replicate their captain's legendary luck.

11. Crew Quarters (Female): The *Beginner's Luck* currently has nine female crew members (eight human, one half-elf, all expert 1). This room is identical to the male crew quarters.

12. Passenger Cabins: These are the rooms Blacksilver uses to house whoever is chartering his ship at the moment. The first three cabins each hold four bunks fitted with comfortable down mattresses and cotton sheets. A wooden chest at the foot of each bunk can be used to store equipment during the journey (though passengers are expected to have their own locks).

The fourth cabin holds comfortable chairs in which elf guests might trance or warforged passengers might pass the time. A table folds into the wall and can be lowered should passengers need the cabin as a meeting room. (Airships appointed for luxury travel usually convert these rooms into one or two larger cabins, furnishing them with the finest goods money can buy.)

13. Cargo Hold: The bottom of the *Beginner's Luck* is essentially a large empty space where what little cargo an airship can carry is stored. A large hatch in the hull allows heavy goods to be brought directly into the hold by crane or magical means. All boxes, barrels, and crates are securely lashed to the hull before flight to prevent shifting in the event of a complex aerial maneuver.

14. Stable: Captain Blacksilver learned early on that adventurers often have horses or other animals that must accompany them. If needed, this part of the cargo hold can be used as short-term quarters for up to three Large creatures. The captain reminds passengers that he is not in the business of animal husbandry, however, and travelers are expected to look after their beasts themselves (including supplying their feed and water for the voyage).

15. Observation Dome: Rather than a crow's nest, the *Beginner's Luck* has a dome of *hardened* glass set in the bottom of its hull. Since an airship is usually above its intended destination, the ship's lookout can sit here to get an unobstructed view of the ground below. The lookout also keeps watch for attacks from the ground, and a speaking tube can carry his voice directly to the helm if danger appears.

THE ELEMENTAL LAND CART

The elemental land cart, a Huge covered wagon with a forward bench and four wheels, holds a sizable amount of cargo or up to eight passengers. The cart's bound elemental resides in a Khyber dragonshard housed in a compartment at the front of the wagon. The best elemental for powering a land cart is an earth elemental, which manifests itself as veins of stone and crystal flowing along the vehicle's arcane matrix.

As long as a land cart touches the ground, the bound earth elemental can propel the vehicle at a speed of 15 miles per hour. Neither rough ground (such as mountainous terrain) or natural obstacles (stones or rocky rubble, low rock walls or ditches, and so on) hinder a land cart, with the earth elemental driving the vehicle across such terrain as though it were traveling across smooth, level ground. When the elemental moves the land cart, the cart's wheels partially merge with the earth as it travels, sharing the elemental's natural earth glide ability. For the purposes of terrain and overland movement, the elemental land cart is treated as always traveling on a highway (see page 164 of the *Player's Handbook*).

Most of the few elemental land carts in existence belong to nobles of one of the dragonmarked houses (usually Orien, Cannith, or Kundarak). These vehicles are usually designed so that the elemental must respond to the appropriate dragonmark and a command word. Otherwise, a driver must attempt to persuade the elemental to obey commands in the same manner as any other bound elemental.

THE LIGHTNING RAIL

The wondrous lightning rail system once connected the far reaches of the Kingdom of Galifar, prior to the ravages of the Last War. Now the system is divided, split into eastern and western runs. Much discussion takes place about reestablishing the conductor-stone paths severed across Scions Sound and the Mournland, but no agreements or commitments to do so have yet been reached.

Appearance: A lightning rail coach consists of a train of connected special-purpose carts that float about 5 feet above the ground. *Conductor stones* are laid out in a line and interact with similar stones set in the underside of each cart, using the power of the lightning rail's bound elemental to form a conduit along which the coach can travel. The resulting conduit produces the visible effect of arcing lightning between the two sets of stones, giving the coach its name.

Though some people use the word "coach" to refer to only the first cart of the entire train, the lead cart is more properly called the crew cart. It contains the elemental housing chamber, crew stations, and helm. When the bound air elemental's Khyber dragonshard is placed within the housing chamber and unsuppressed, a ring of lightning forms over the cart. The *conductor stones* hold the coach aloft, and wind generated by the air elemental provides the thrust that hurls the coach along the conduit at speeds averaging 30 miles per hour.

The usual configuration for a coach making return trips between destinations is to have a crew cart at both ends, with a variety of passenger and cargo carts in between. The rear crew cart is functionally identical to the front crew cart except that its bound elemental is suppressed. On a return trip, the rear crew cart becomes the lead cart (to avoid the difficulty of having to turn the coach completely around).

Other carts in the coach vary widely in configuration depending on purpose and the degree of luxury assigned to them. Most range in size from 60 to 100 feet long, with some having solid sides and roofs and others covered only with canvas.

Operation: A bound air elemental provides the power that activates the *conductor stones* and propels the lightning rail coach along the resulting conduit. The crew cart contains the helm as well as workstations for the crew of ten that operates the coach. These operators include the pilot, repair crew, cargo officers, and chief stewards who interact with the passengers. The crew cart also holds up to 50 tons of cargo, usually reserved for emergency supplies and materials to repair carts and replace *conductor stones* en route.

The coach pilot, usually a House Orien dragonmark heir, stands at the helm located high atop the crew cart, beneath the elemental binding ring. Using *lightning reins*, the pilot controls the elemental and communicates with it throughout the trip, watching the path ahead through broad windows that circle the helm platform.

The placement of *conductor stone* lines limits where a lightning rail coach can travel, but the pilot must still make operational decisions as the coach zooms from one city to the next. The pilot decides when to increase or decrease speed based on the conditions around the coach. When *conductor stone* lines split, as they do at various hub sites along the way, the correct route must be selected. The crew employs directional vanes to help turn the coach as it travels.

The bound Huge air elemental can move a train of up to ten carts without obvious strain, and most coaches are configured accordingly. While some coaches run with either all passenger or all cargo carts, a more typical configuration features two crew carts (front and back), two cargo carts, four passenger carts, and two lounge carts. These can be changed out as necessary on any given run. The chief stewards oversee a number of lesser stewards charged with seeing to the needs of the passengers.

When a coach pulls into a lightning rail station, loading ramps or stairs provide access to the doors situated at either end of each cart. Crew and passengers can walk from one cart to the next through these doors, though a DC 5 Balance check is required when the coach is in motion to keep from falling. Most carts include an installed handrail that provides a +4 circumstance bonus on the Balance checks, but there have been mishaps over the years. Many carts also have ladders leading to the roof (DC 0 Climb check, DC 10 Climb check when the coach is in motion).

The lightning that arcs between the *conductor stones* when the conduit is formed deals 3d8 points of electricity damage to creatures within the field when a lightning rail coach passes (Reflex DC 15 half), and an additional 1d8 points of damage for every round the creature remains in the field.

Suppression: The air elemental bound to a lightning rail crew cart provides the propulsive force that moves the coach, but it is the elemental's interaction with the magic of the *conductor stones* that allows it to travel so swiftly. When the air elemental is suppressed, the conduit collapses but the *conductor stones* continue to provide lift. In this state, a coach can be pushed or pulled manually, provided enough force can be applied to it.

History: The lightning rail began as a commission from the king of Galifar to create an easy means to move people throughout the kingdom. Houses Orien and Cannith cooperated on this task, with Cannith devising the creation of the *conductor stones* and the means to produce them in mass quantities.

Orien's ability to capitalize on Cannith's invention took longer to work out, and over a number of years, house designers tested various forms of carts, including those with wind sails like a ship. In the end, though, none managed to propel the train along the lines of *conductor stones* with the required force or reliability.

An Orien courier to Zilargo stumbled on a solution when she saw a gnome windmill that had been crafted with a Small bound air elemental perpetually turning it. The gnomes had only recently begun experimenting with the binding of elementals, and the windmill was something of a novelty. The courier reported what she had seen to her superiors, and soon a delegation from House Orien had descended on Zilargo to open discussions on what would become the process of creating the first lightning rail cart.

When the project was finally completed, House Cannith began laying lines of *conductor stones* throughout Khorvaire while Orien began running the lightning rail coaches that the gnomes of Zilargo had crafted. For fifty years, the lightning rail connected every corner of Galifar, but the Last War destroyed several key connections, particularly in Cyre, leaving the system severed into three unconnected lines.

House Orien hopes to restore the unity of the system by laying new rows of *conductor stones* around the Mournland, but so far little work has been done to that end. Without a patron such as Galifar to foot the bill, House Orien simply can't afford the project on its own. For the present, at least, the lightning rail seems destined to remain sundered.

Custom Carts

House Orien sells and leases these carts to anyone looking for more flexibility in their travel arrangements. The cart is divided between living area and cargo space, allowing passengers to keep watch over their own goods. The living space contains six bunks, a large table, and a pair of reading desks. The entire cart can be locked against intrusion with any locks the passengers wish to provide, and House Orien crew members do not disturb the occupants of a custom cart.

Battles aboard a Lightning Rail

When an encounter occurs aboard a moving lightning rail coach, the easiest way to handle it at the gaming table is to treat the coach as stationary, moving terrain as necessary. Usually, however, the specifics of the landscape won't matter directly, though the slope of the terrain does affect how the lightning rail moves.

Everyone has seen movie action sequences involving trains, and players will likely be eager to employ some similar tricks.

Climbing onto the Roof: Hatches and ladders are located at the forward end of each cart. Opening a roof hatch is a move action. With a DC 0 Climb check, it takes 40 feet of movement to get up a ladder; a DC 5 Climb check gets you up the ladder with only 20 feet of movement. Unless a character is unusually burdened, failure simply means no progress on the climb, not an actual fall. Keep track of which hatches are open, since they won't need to be opened again before other characters can ascend or descend.

Detach Carts: Pulling the pin that connects one cart to the next takes 3 full-round actions. The first 2 rounds are spent disconnecting heavy chains between the two carts (an automatic success, but time-consuming). On the third round, a DC 20 Strength check is needed to pull the pin between the two carts. The part of the lightning rail coach no longer connected to the crew cart decelerates by 10 feet per round until it comes to a stop.

Fall or Jump Off: Treat this as a normal fall, except that it deals 2d6 points of damage due to the coach's horizontal velocity. As with any other fall, you can reduce the damage by 1d6 points if you jump down intentionally and succeed on a DC 15 Jump check. You can also reduce the damage by 1d6 points if you succeed on a DC 15 Tumble check. A person who jumps intentionally from a lightning rail cart and succeeds on both checks takes no damage.

Push Someone Off: A normal bull rush attack is generally sufficient to push someone off the roof of a cart. Attempting to do so from the outer walkways along the carts is somewhat harder, with the rail giving the defender a +2 bonus on the opposed Strength check. With difficulty, you can even push someone off the train from the inside, but the window gives the defender a +5 bonus on the opposed Strength check and the railing beyond provides an additional +2. Lightning cart windows are either glass (for passenger carts with wooden walls and roofs) or just empty spaces (for cargo carts with canvas roofs or steerage-class passenger carts). A character pushed through a glass window takes 1d4 points of damage in addition to any damage for falling from the cart.

Grab at a Railing: If you're falling off a lightning rail for whatever reason, a DC 20 Climb check lets you grab onto a guardrail or similar protrusion. A move action and a DC 10 Climb check is sufficient to pull yourself back onto the lightning rail coach, but you're hanging by your fingertips until you do.

Get Back onto the Moving Lightning Rail: As long as the entire coach is of sufficient length, it is possible to fallf the front cart of the lightning rail, get back to your feet, then grab onto a rear cart. You must take a move action and move at least 20 feet in the same direction as the lightning rail before trying to climb back on. A DC 15 Climb check and another move action gets you back on one of the cart's outer walkways. At the back of the coach, the rear crew cart has a low platform that requires only a DC 5 Climb check to negotiate.

Moving the Lightning Rail

Even treating the lightning rail coach as stationary, the terrain it moves across can have a wide variety of effects on combat in and around the coach.

The lightning rail moves twice in each round, once at initiative count 10 and once at initiative count 0. Because you're moving the terrain, not the coach, move anyone not on the coach straight toward the back of the train at those initiative counts. These "moves" happen simultaneously and don't provoke attacks of opportunity—they're just an abstraction to simulate the vehicle's movement.

How far the lightning rail coach moves at each initiative count depends on the surrounding terrain and how straight its path of *conductor stones* is.

Terrain Conditions	Lightning Rail Movement
Flat straightaway	125 ft.
Uphill straightaway	100 ft.
Downhill straightaway	150 ft.
Uphill or downhill curve	100 ft.
Tunnel	125 ft.
Bridge	125 ft.

Tunnel: Once per round at initiative count 0, any nonprone character on a cart's roof takes 15d6 points of damage and is knocked off when he slams into the rock wall above the tunnel.

Bridge: The *conductor stones* are set on a rail narrower than the carts themselves, so only flying characters can be next to a moving lightning rail cart when it is on a bridge.

Sample Lightning Rail: The Five Nations Express

Departing daily from Sharn through Aundair and Thrane, the Five Nations Express is House Orien's premier lightning rail route, allowing travelers to cover much of the continent in comfort. Despite its name, the route has not truly reached Karrnath or the remains of Cyre since the end of the Last War (though Karrnath at least can still be reached by way of connecting routes). The Five Nations Express bypasses all but a handful of Khorvaire's largest cities, stopping only at Sharn and Wroat in Breland, Passage and

Fairhaven in Aundair, and Thaliost in Thrane. House Orien strives to keep the Express on a tight schedule, which means that the coach rarely pulls more than a single cargo cart.

All the cart types used by the Five Nations Express are also commonly found on other lightning rail routes, though often in different ratios. Trains bound for small villages often pull more cargo carts and no first-class carts, for example.

1. Helm Chamber: From here, a dragonmark heir can grasp the *lightning reins* and control the speed of the lightning rail coach. To either side of the helm, crew members control the vanes that keep the coach cruising along its path even through sharp turns. On the Five Nations Express, the helm chamber is restricted to House Orien personnel only.

2. Crew Chamber: This compartment contains the living quarters for the ten crew members of the lightning rail coach, including the dragonmark heir needed to command the air elemental. Owing to limited space in the crew cart, each cabin is somewhat sparse. None of the crew lives permanently on any given coach, however, and the four-day trip to Thaliost does not require a great deal of comfort.

3. Crew Cargo: This small hold carries repair supplies for the lightning rail, as well as any baggage carried by the crew. The Five Nations Express usually carries eight replacement *conductor stones* as well, in case any are damaged or missing from the path.

4. First-Class Cart: A first-class cart is nothing if not elegant. Divided equally among three small groups of passengers, the cart boasts amenities on a par with the finest inns. Travelers relax on plush couches by day and in feather beds located across the aisle at night. Waiters serve meals to each compartment individually, and can provide books or other entertainment upon request.

Each first-class compartment can hold four passengers, but since passengers are not required to share compartments with travelers not in their group, a first-class cart might have considerably fewer at any given time, with a minimum of two (Orien will exchange a first-class cart for a cart of another type if it is not at least two-thirds occupied). The Five Nations Express carries two first-class carts.

5. Galley Cart: This cart provides food service for the entire coach. Half the cart is given over to an impressive kitchen with a staff of six chefs, while the remaining space contains living quarters for the dining crew and a large pantry. Because the same kitchen serves both the standard and first-class passengers, the Five Nations Express employs some of the finest ingredients and culinary artisans available on Khorvaire.

6. Dining Cart: With six long wooden tables and matching benches, the dining cart can seat all seventy-two passengers riding in a standard cart. Seating is scarce during favored meal times, however, and the five-person dining cart crew tries to encourage passengers to eat as quickly as possible in order to make room for others to be served.

7. Standard Passenger Cart: Most adventurers prefer to ride standard class for its mixture of convenience and affordability. Standard passenger carts are divided into three compartments, each with four subsections and a center aisle. Comfortable cushioned benches line each subsection, each seating up to six passengers for a maximum seating capacity of seventy-two travelers.

The Five Nations Express pulls two standard passenger carts.

8. Sleeper Cart: Even at the tremendous speeds attainable by the lightning rail, a trip from Sharn to Fairhaven takes over three days. A sleeper cart is built to provide enough bunks for all the passengers in a standard passenger cart, so a coach carries one sleeper cart for every passenger cart. The cart is divided into eighteen closed compartments, each with four bunks. It also contains two washrooms, one each for male and female passengers.

The Five Nations Express carries two sleeper carts.

9. Steerage Cart: This cart is filled with simple wooden benches and nothing else. Those paying steerage fare (see page 18) ride here, and such carts are often packed with up to two hundred travelers. Steerage passengers must sleep where they sit, often spreading out bedrolls on the floor if space permits. The steerage cart usually retains the distinctive odor of its throngs of passengers long after they have disembarked.

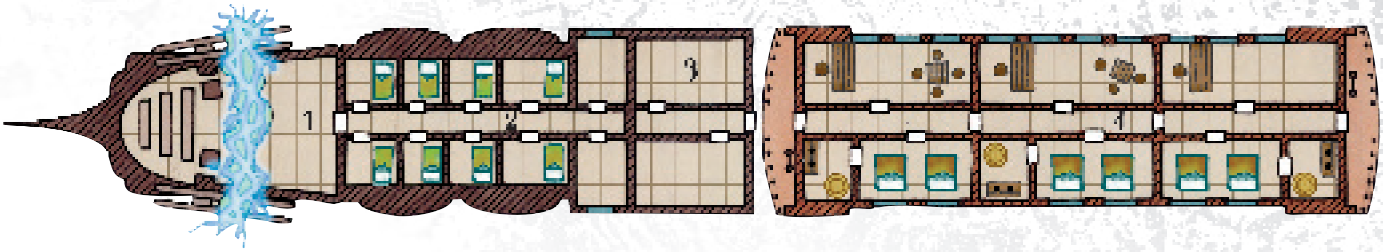
House Orien contracts three armed guards (human fighter 1) from House Deneith's Defenders Guild to watch over each steerage cart on the Five Nations Express. Even with such protection, pickpockets run rampant on the crowded carts, and bouts of violence erupt from time to time. Travelers riding the Five Nations Express on steerage fare are advised to keep one eye open at all times.

The Five Nations Express pulls two steerage carts, which are usually filled to capacity when the coach leaves Sharn.

10. Cargo Cart: A cargo cart is a large, empty cart used to haul bulky objects. While carts on other trains might be filled with harvested crops or ore, the cargo cart on the Five Nations Express is used only for excess baggage brought by standard or first-class passengers as well as time-sensitive courier deliveries. Unlike passenger carts, cargo carts do not have aisles through them. Instead, a narrow walkway allows the crew to get around the cart as needed. Each cargo cart can be securely locked (Open Lock DC 25). Six more members of the Defenders Guild guard the cargo cart on the Five Nations Express.

Lightning Rail Control

Without a trained pilot controlling it from the helm of a lightning rail crew cart, an unsuppressed elemental is left to decide for itself what it does. Its three evenly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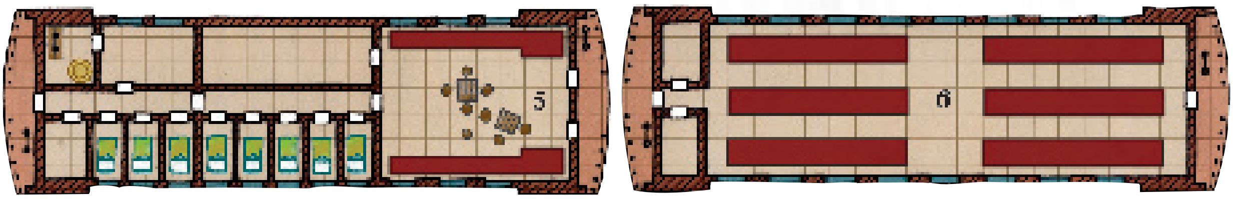
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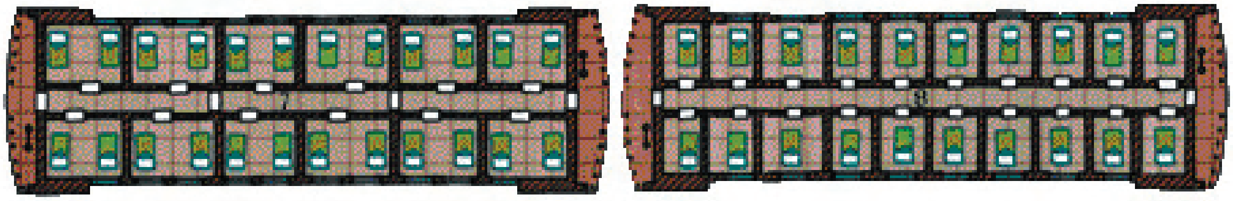
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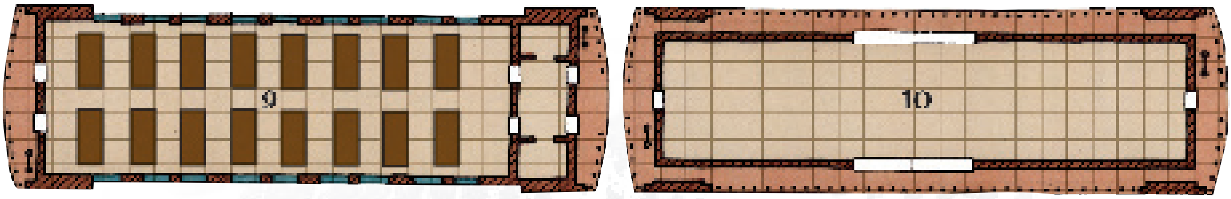
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weighted choices are to accelerate, decelerate, or stop (each a 2-in-6 chance).

An accelerating coach does not derail, but simply increases its speed until it hits the maximum speed given above. Its speeds are increased by 10 feet per move, and on downhill speeds are by 20 feet per move. Characters within a cart take bludgeoning damage each time the coach rounds a turn at an accelerated speed, due to collision with internal fixtures, other passengers, and luggage.

Percent of Maximum Speed	Damage
25%	1d6
50%	2d6
75%	3d6
100%	4d6

If an unsuppressed elemental decides to decelerate, the coach slows down 10 feet per move on flat terrain or 5 feet per move for downhill speeds. Passengers take no damage, but the train might face an increased chance of encountering wild animals or bandits if it maintains its slow pace for a long enough period.

An unsuppressed elemental who decides to stop immediately halts the coach where it stands, dealing 4d6 points of damage to characters inside a cart as they are thrown about the interior. Characters riding in a cart with a canvas top or sides (rather than solid walls) have a 50% chance of being thrown from the cart and taking 8d6 points of damage from the impact.

Regaining Control of a Coach: A character who gets to the helm can attempt to bring a lightning rail coach under control by successfully commanding the elemental (see page 25). Once someone is in control of the elemental, the lightning rail can be stopped safely at the end of the following round.

Derailment: Short of collision, prying up and removing the *conductor stones* from more than 100 feet of the lightning rail line is the only way to cause a lightning rail cart to derail. *Conductor stones* removed from shorter stretches of the lightning rail's path cut a coach's speed in half, but don't affect its control.

Should a coach derail due to *conductor stone* damage, derailment starts at front of the train and moves back. Each round, the next two carts closest to the front of the line tumble from the *conductor stones*, flipping end over end and breaking apart. Derailment is inevitable once it begins, though alert characters at the end of the train will likely have a few rounds before the derailment reaches them.

Characters inside a cart that derails take 8d6 points of damage. Characters on the outside of a cart (usually on the roof or outer walkways) take 12d6 points of damage. The carts themselves land 1d4 × 10 feet from the row of *conductor stones* that marks the lightning rail's path. Roll d% to determine whether a cart lands on its side (01–50), upside down (51–75), or right side up (76–100).

THE STORMSHIP

Massive seagoing ships of great size and power, stormships provided some of the most destructive naval power of the Last War, sacrificing speed for tremendous utility in battle. Since the close of the war, many stormships have been relegated to coastal patrols or pirate interception duties.

Appearance: A stormship looks mostly like any other large sailing ship, with three stately masts and all the associated rigging. On its aft deck, however, a massive ring of lightning glows and crackles constantly. Through this ring, a fierce wind blows into the ship's sails, propelling it forward. The sky above a stormship is always dark and cloudy, and it brings foul weather with it wherever it goes.

Operation: A stormship is sailed like a standard sailing ship, with a bound air elemental providing

Wayfinder Foundation Unfurls New Map Perilous

Exclusive to the *Piton* by Giff Rapelje
Fairhaven, 23 Barrakas

At a Wayfinder Conclave meeting this evening, famed explorer and living legend Boroman ir'Dayne pulled the dragonhide off the Foundation's new Map Perilous, which indicates the relative dangers to be encountered in every region across Khorvaire and beyond.

"I have great hope that this map will contribute to the further exploration of the remotest corners of our world," Lord Boroman said.

The most surprising revelation is the respect shown for the strength of the Lhesh Haruuc in Darguun. No longer a vivid red "blood fall" on the map, the hobgoblin kingdom is instead a warm shade of amber, the color reserved for territories that present significant (but not life-threatening) danger. The Wayfinder Foundation believes that the Red Emperor has forced his unruly subjects to bow to his order.

"The market in Rhukaan Draal is filled with savage cries, roasting spits of meat, and the feral sweat of the goblinoids. It is a place of raw, primal energy—but it is not necessarily deadly," noted Wayfinder Conclave trustee Dorein Rauthevvit.

The move leaves the Demon Wastes, Droaam, and the Mournland as the only "blood falls" left on the continent. This continues the trend seen since the Last War as the crimson stain slowly lifts from Khorvaire.

stronger winds than normal. While it cannot match the speed of a wind galleon, a stormship can easily outpace most normal sailing ships, managing 8 miles per hour. Due to the constant inclement weather surrounding it, the ship requires a crew of thirty-two sailors just to stay operational. Its enormous size allows it to carry 200 tons of cargo, though most merchants prefer not to entrust their precious goods to a stormship's hold.

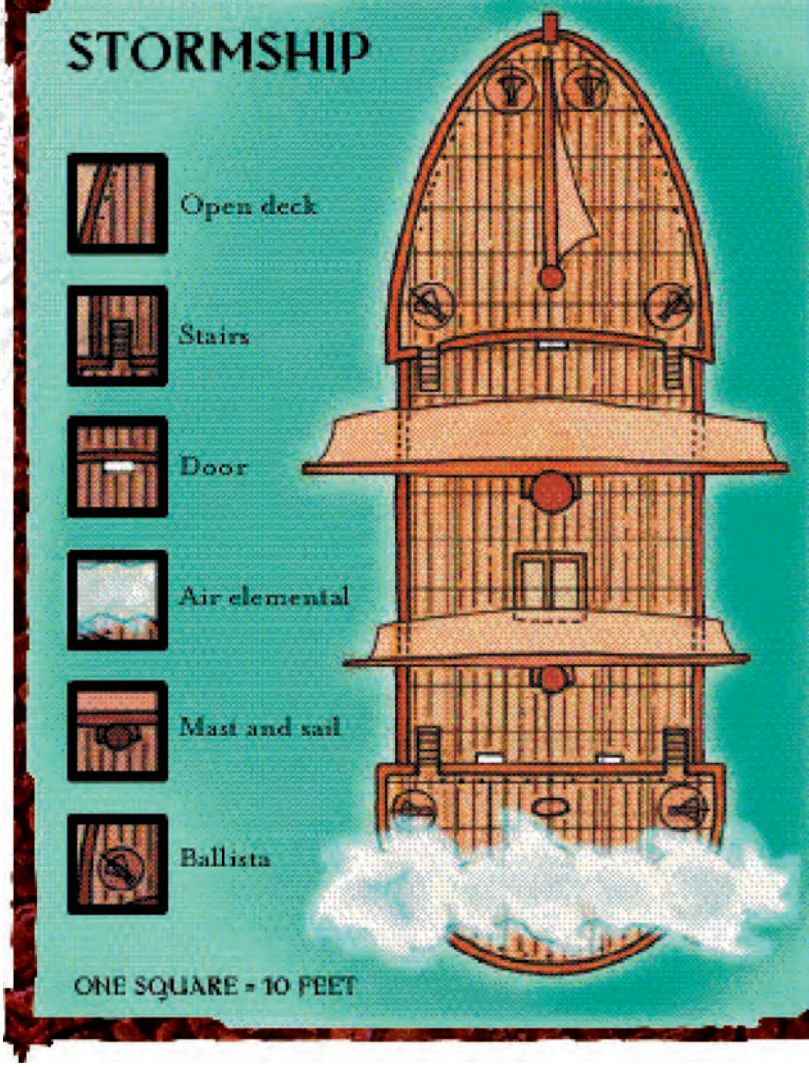
The stormship's true value lies in its ability to harness the power of its elemental for offensive destruction. Like a wind galleon, it is piloted by a *wheel of wind and water*, but a stormship's design grants a pilot bearing the Mark of Storm additional abilities. While gripping the wheel, a character with the Lesser Mark of Storm can expend one daily use of the spell-like abilities associated with the mark to instead use *call lightning* as a spell-like ability. Because of the presence of the bound air elemental, all lightning bolts called deal 3d10 points of damage (rather than 3d6). In addition, a pilot bearing the Greater Mark of Storm can expend one daily use of that mark to use either *call lightning storm* or *chain lightning* as a spell-like ability.

All these effects originate from the bound elemental on the aft deck, not the dragonmarked character, but caster level and saving throw DCs are determined as normal for the type of dragonmark used. The *call lightning* or *call lightning storm* effects end prematurely if the dragonmarked character releases the wheel, but there is no limit to the number of characters who can gain access to the ship's lightning powers in a given day.

A stormship has the side effect of forming thunderstorms wherever it sails. Dark clouds, heavy rain, and random lightning strikes crop up within a 1-mile radius of any stormship with an unsuppressed elemental, lingering for 4d12 hours after the ship has gone. This effect makes sailing alongside a stormship a risky business. It is what prompted House Lyrandar to stop using stormships as escort vessels. Stormships are designed to withstand more abuse at the hands of foul weather than most sailing ships, but a number have been lost as a result of storms they created.

Suppression: A stormship can sail perfectly well without its air elemental, but it slows down to the speed of a regular sailing ship and becomes reliant on prevailing wind conditions. If the elemental is suppressed, any spell-like abilities granted to the ship's pilot are lost, and the continual storm surrounding the ship abates over the course of 4d6 hours. When a stormship needs to be brought directly to port, the pilot suppresses the elemental while the ship is still several miles offshore. The crew then sails her in on regular wind power.

History: House Cannith and the artificer guilds of Zilargo have longed shared a mutually beneficial but extremely tense working relationship. House Cannith helped the gnomes advance their elemental binding techniques by leaps and bounds, with the gnomes agreeing to share this advanced magic with the House Cannith crafters in turn. Neither side has ever been totally open when it comes to sharing house or guild secrets, though. As a result, House Cannith has never been privy to the actual techniques for binding elementals to items, and the gnomes have never been granted access to Cannith's most powerful crafting techniques.



These gaps in knowledge have led to some terrible mishaps over the years, but also to a number of accidental advancements. It was one of these accidents that led to the eventual creation of the stormship. During early experiments aimed at using bound elementals to power moving vessels, binding rings used to hold air elementals were found to affect the elemental's abilities in unexpected ways. One particular binding technique created localized storm winds so fierce that they ripped the prototype vessel to shreds. The storm raged for days around the workshop, with the binding design subsequently reexamined and rebuilt.

A gnome artificer and a House Cannith crafter saw a different potential in the failed attempt, though. They took the early design and reworked it, together creating a binding method that funneled the destructive power of the storm instead of simply unleashing it. The first stormship was completed within a year, and a small number were sold to Breland and House Lyrandar. Breland turned the vessels into coastal protectors, while House Lyrandar used the martial ships to protect other vessels in its fleet.

Today, stormships are used primarily for defense, though many sailors believe that the vessels bring bad luck and hope a stormship never gets too close to their own craft. A few nations are known to keep small fleets of stormships in hidden ports—insurance in case the Treaty of Thronehold collapses and war once again spreads across Khorvaire.

Stormship: Colossal vehicle; Seaworthiness +1; Shiphandling +2; Speed 40 ft. (nautical average), Overall AC –3; Hull sections 45 (sink 12 sections); Section hp 60 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 12d6; Mounts 6 light, 2 heavy, ram; SA lightning ring; SQ resistance to electricity 10; Space 100 ft. by 30 ft.; Height 15 ft. (draft 10 ft.); Watch 8; Complement 40; Cargo 200 tons; Cost 76,000 gp.

Armaments: 6 light ballistae, 2 heavy ballistae.

Elemental Ring: Touching the crackling ring of lightning or moving through it deals 3d8 points of electricity damage.

Aura: Strong conjuration, CL 15th.

Construction: Bind Elemental, *greater planar binding*, 38,000 gp, 3,040 XP, 76 days.

Price: 76,000 gp.

THE UNDERSEA SHIP

Shortly after the first elemental airships went into service, House Cannith and its associates in Zilargo began work on the development of a new kind of elemental vessel. Built for clandestine travel and espionage-related activities, the undersea ship employs a bound water elemental to glide beneath the waves. With the new design, House Cannith believed it had created a vessel that every nation caught up in the Last War would want. The Last War ended before the first three vessels were completed, however, and no additional undersea ships have yet been put into production.

Appearance: An undersea ship bears a superficial resemblance to an elemental airship that has somehow inadvertently landed in the water. The craft is strangely thin and elongated, though, with every compartment sealed within the hull. In addition, the binding ring roils with violently spinning water instead of the airy or fiery torus that usually fills an airship's ring.

Inside, a narrow bridge located at the front of the ship features the helm from which the water elemental can be commanded. In addition to the water elemental that powers the craft, a Small air elemental is bound to the ship as well, providing fresh air for the crew as the ship travels beneath the waves.

Operation: The magical interaction of the bound elemental and the ship moves the vessel by displacing the water around it. A undersea ship can reach a top speed of 15 miles per hour when traveling beneath the surface of the water, or 10 miles per hour when riding on top of the waves. Through experimentation, the Zilargo artificers have determined that the best cruising depth for the vessel is 200 feet, given the temperature of the water and the preferences of the elemental.

Everbright lanterns located in recessed compartments along the outer hull provide illumination when their seals are opened. These devices provide bright light to a range of 60 feet from the ship, with shadowy illumination to 120 feet.

A unique feature of the undersea ship is the observation blister. From this protruding compartment, a magic window can be opened showing any exterior quadrant of the ship—forward, rear, sides, top, or bottom.

Suppression: When its water elemental is suppressed, an undersea ship loses the power needed to propel itself. If beneath the surface, it will begin to rise at a rate of 5 feet per round.

History: Few people outside House Cannith know that undersea ships exist, and only a handful within the house have been made aware of this relatively new creation. House Cannith believed that it would make a fortune selling these vessels to the various agencies charged with espionage and intelligence throughout Khorvaire, but the end of the Last War made such expenditures unnecessary in these days of supposed peace. One agency, the Dark Cabinet of Karrnath, purchased and took possession of an undersea ship. The remaining two, originally earmarked for Breland and Aundair, remained in House Cannith's hands (specifically, in the hands of the faction of the house loyal to Baron Merrix). The dragonmarked house has since had occasion to use them for intelligence-gathering of its own.

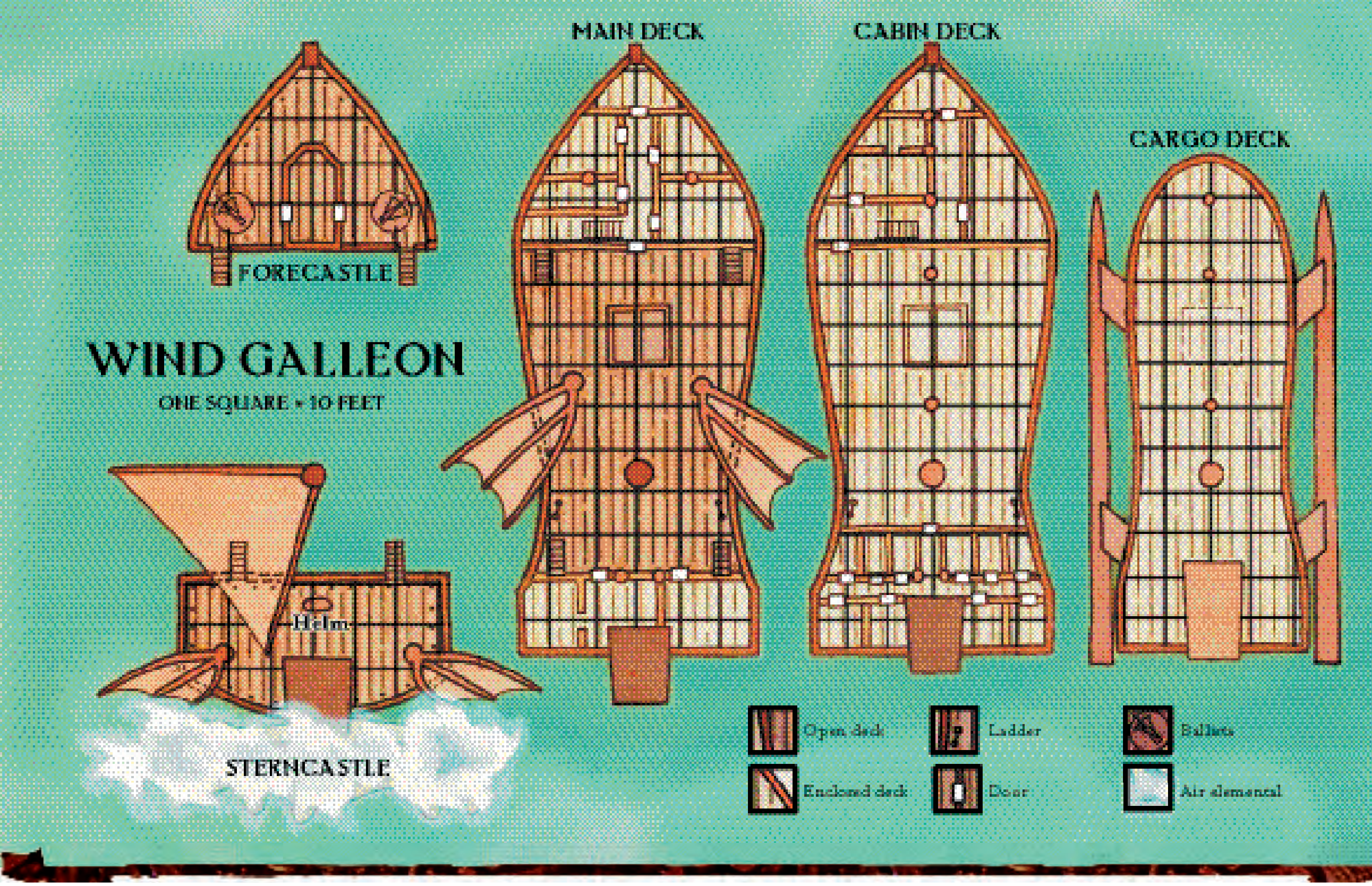
THE WIND GALLEON

House Lyrandar operates an extensive fleet of cargo and passenger water vessels powered by air elementals. Common in all coastal cities on Khorvaire, wind galleons are built for speed and carrying capacity rather than battle.

Appearance: The hull of a wind galleon is similar to that of any traditional wind-powered vessel, but it has only a rudimentary mast and sails. On the aft deck, a large tower holds a massive ring of moving air that trails the boat, propelling it forward. An air elemental bound into the ring is the source of the galleon's propulsion. Most ships bind a Huge elemental, but smaller craft using Large elementals have been built as well. At least one massive cruiser has been constructed, binding two separate Huge elementals on either side of the ship.

The hull of a wind galleon does not fully rest in the water (some designs barely touch it, in fact), being supported instead by two long, finlike structures that sit on the surface. These structures are part of how the wind galleon is able to achieve its great speeds; the drag of the water against the fins is considerably less than it is against the hull of a standard ship.

Operation: Wind galleons are fast and relatively agile for their size, able to make turns or come to a complete stop quickly. They are preferred for any situation where price and speed must both be given priority. The wind galleon is the shipping vessel of choice for perish-



able goods, with a speed unmatched by any vessel with comparable cargo capacity. Almost all wind galleons are used for business, but most are owned by House Lyrandar, not the merchants or individual captains who make use of them, guaranteeing a steady flow of profits continuing to flow into the house.

A wind galleon's hull is crafted partially from lighter-than-air soarwood—not enough to lift it fully from the water, but enough to lower the ship's weight and allow it to skim the surface. A wind galleon has sails, though they are not strictly necessary for forward movement. Instead, they are used to help steer the ship, allowing it to make sharp turns and control its direction of travel more precisely. A wind galleon with sails furled has a tendency to skid along the surface of the water, fishtailing as it goes and lowering its top speed to 10 miles per hour.

The wind galleon design is fast, but vulnerable to damage. The ship is prone to capsizing if buffeted too strongly. Because of this, wind galleons have never been built for war, and they generally seek to outrun any threat that presents itself.

Suppression: Without an air elemental to power a galleon, it can take only limited advantage of natural wind propulsion. The ship moves at half the speed of a normal ship under the same conditions, because of its small sails.

History: The wind galleon is the most common of the elemental galleons, emerging from the combined efforts of House Cannith researchers and the gnomes of Zilargo as they sought to create faster modes of bound-elemental travel. After a number of initial disasters (one of which led to the development of the stormship), the first wind galleon left the dry docks of Trolanport in 865 YK. Its goal was to reach Sharn in record time, but the ship's gnome pilot had trouble controlling the bound air elemental. House Cannith once again turned to House Lyrandar for assistance; with the help of the Mark of Storm, the wind galleon proved to be a worthy entry in elemental vessel design.

House Lyrandar commissioned an entire fleet of the ships, taking possession of a number of wave galleons as well (these employ water elementals instead of air elementals, but are otherwise identical in function). With these ships, House Lyrandar quickly increased its dominance over sea travel and shipping. To this day, most elemental galleons in service fly the Lyrandar flag, though a handful of privateers struggle to earn a living with independently owned ships.

Wind Galleon: Colossal vehicle; Seaworthiness +4; Shiphandling +3; Speed 100 ft. (perfect); Overall AC –3; Hull sections 80 (sink 20 sections); Section hp 60 (hardness 5), Section AC 3; Ram 6d6; Space 90 ft. by 30 ft.; Height 30 ft. (draft 0 ft.); Watch 7; Complement 30; Cargo 150 tons; Cost 64,000 gp.

Aura: Strong conjuration, CL 15th.

Construction: Bind Elemental, *greater planar binding*, 32,000 gp, 2,560 XP, 64 days.

Price: 64,000 gp.

OTHER VEHICLES

Though bound-elemental vessels are among Eberron's most impressive accomplishments, such vehicles are relatively recent and expensive developments. The majority of the people, who can't afford (or don't trust) the elemental-powered vessels, use traditional means of travel. Sailing ships, horse-drawn carriages, and ordinary mounts are still far more common than the advanced magical transports seen in some parts.

Lhazaar Sea Galleon

The ships sailed by the pilots of the Lhazaar Principalities need to be both fast and well protected. Even the most humble of shipping vessels must maintain vigilance against pirate attacks from a rival sea baron, and many ships must be ready to fly the pirate flag themselves if their liege calls for it. As a result, the Lhazaar build ships that are ready for anything and renowned for their staying power in naval combat. Elemental wind galleons might move faster, but most would be crushed should they be outmaneuvered by a Lhazaar ship.

Appearance: Lhazaar galleons are not that different in design from normal galleons, but tend to be well built and sturdy, with thicker hulls to better survive the harsh storms of Khorvaire's eastern shores. All galleons are heavily armed, with ballistae and catapults prominently displayed. Oars allow the crew to row a boat in calm seas or move faster during naval combat. Perhaps the most important feature of a Lhazaar galleon, however, is the flag flying above the main mast. This indicates to which of the Principalities the ship owes allegiance—or whether it sails the black flag of the pirate.

Operation: With so great a chance of being raided, Lhazaar galleons are designed to be sailed by only a skeleton crew. Extra crew can then operate the ship's weapons or fight off boarders. Most are also equipped with long-term endurance in mind, and can sail for months before needing to resupply. Their self-sufficiency makes them effective as pirate vessels when the need arises, since active pirates need to be careful about which ports they can trust.

Lhazaar Sea Galleon: Colossal vehicle; Seaworthiness +1; Shiphandling –1; Speed wind × 10 ft. (average); Overall AC –3; Hull sections 100 (sink 25 sections); Section hp 70 (hardness 5); Section AC 3; Rigging Sections 2; Rigging 100 hp (hardness 0); AC 1; Ram 14d6; Mounts 8 light, ram; Space 110 ft. by 30 ft.; Height 15 ft. (draft 15 ft.); Watch 10; Complement 80; Cargo 200 tons; Cost 17,000 gp.

Armaments: 6 light ballistae, 2 light catapults.

Price: 17,000 gp.

Lyrandar Sailing Ship

The mages of House Lyrandar sometimes install their fantastic *wheel of wind and water* on ordinary sailing ships, allowing a dragonmark heir to propel the ship at faster than normal speeds. These ships provide Lyrandar with a cheaper means of transporting cargo swiftly.

Appearance: Lyrandar sailing ships are visually indistinguishable from other sailing ships, except for the gusty winds that surround them even in otherwise calm seas.

Operation: A Lyrandar sailing ship requires a full crew to operate its sails and rudder. Without the crew to steer the ship, the Lyrandar heir is simply providing propulsion without direction. Operation of a *wheel of wind and water* requires very little actual sailing knowledge on the part of the pilot, and dragonmark heirs who have only recently manifested the Lesser Mark of Storm often helm these ships.

If sailing through dangerous waters, House Lyrandar is usually more willing to send one of these dragonmark-enhanced ships than a rarer (and much more costly) wind galleon. A clever haggler might even procure a discount from the house by agreeing to take a Lyrandar sailing ship as a charter, rather than the wind galleon he claims to have actually wanted.

Lyrandar Sailing Ship: Colossal vehicle; Seaworthiness –1; Shiphandling +1; Speed 60 ft. (average), Overall AC –3; Hull section 32 (sink 8 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 2; Rigging 80 hp (hardness 0); AC 1; Ram 12d6; Space 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Watch 5; Complement 30; Cargo 150 tons; Cost 18,000 gp.

Price: 18,000 gp (includes *wheel of wind and water*).

Orien Coach

Carrying passengers and mail to even the smallest hamlets, the coaches run by House Orien are vital to day-to-day life in the Five Nations.

Appearance: A House Orien coach is a covered wagon with separate front and rear compartments. Each compartment contains a pair of cushioned benches that seats three Medium creatures, for a total capacity of twelve passengers. The driver sits atop the front of the coach, usually with several crates of mail or other cargo. A second crew member (often a bodyguard) can sit next to the driver. Four strong horses pull the coach.

Operation: Horses exclusively procured from House Vadalis are used to pull the coaches of House Orien. While most coaches use mundane steeds, especially important charters sometimes warrant the use of magebred horses.

All the scheduled stops for existing Orien coach routes are along Orien trade roads. The Couriers Guild discourages sending coaches to unknown destinations, preferring to have them simply run long-established routes. In many towns and villages, mail delivery by Orien coach is a near daily occurrence.

Orien coaches are also used as part of larger caravans, providing passenger seating for merchants and traders shipping goods overland. Such coaches never use magebred horses, however, because speed is not an issue for them.

Sample Orien Caravan

House Orien regularly organizes horse-drawn coaches, carts, and wagons into large caravans for overland travel. The main purpose behind a caravan is not speed (the coaches and carts would generally travel faster on their own) but defense. By banding a large number of vehicles together, each becomes less vulnerable to attack by bandits or monsters. The sample caravan presented here is representative of the Orien caravans that can be found traveling virtually anywhere within the Five Nations.

Lead Riders: Two armed riders (human fighter 2) travel about 100 feet ahead of the caravan, scouting for danger and ambush. Should they spot bandits or a hostile monster, they give a loud signal.

Coaches: There are four Orien coaches (described above) in this caravan. Most of the house officials who organized the caravan ride in the first coach, including a house heir bearing the Least Mark of Passage with the *mount* spell-like ability. Should any of the caravan coaches lose a horse to monsters, the heir uses *mount* to summon a replacement until the next settlement can be reached. The other three coaches carry merchants and paying passengers. Packages too large to be carried on regular mail routes might also be lashed to the roofs of these coaches, and each is driven by a House Orien driver (human expert 2) with a companion bodyguard (human fighter 2).

Wagons and Carts: The cargo being moved by the caravan is carried in eight wagons and five carts, each provided and maintained by the individual merchant. Each vehicle is pulled by whatever horses or mules the

WAYFINDER FOUNDATION TRAVEL TIP
HOW TO SURVIVE SLAVERY IN DARGUUN

When *Korranberg Chronicle* reporter Kole Naerrin went undercover as a warforged indentured servant in Thrane, his bondage was limited in duration and tempered by that nation's generally well meaning (if rigid) code of justice. Make no mistake, though: if you fall into bondage in Darguun, your experience will be nothing like Naerrin's demeaning but relatively painless work-a-day servant's life.

As a slave in Darguun, you will be whipped, starved, and kenneled with beasts. If you are lucky enough to survive, your bruises and the stink of goblin will be set so deep in your flesh that you may never feel yourself again. The first rule of slavery in Darguun is thus: avoid it at all costs. Some calamities cannot be helped, however, and for those unfortunates fallen to chains under the shadow of the Red House, the Wayfinder Foundation offers these survival tips.

Follow orders. Slaves are cheap in Darguun, and the bugbear overseers think nothing of slitting a recalcitrant slave's throat to save gruel at mealtime. Be especially obedient immediately after capture in a large group, for the overseers will be looking for a head to pike as an example to others.

Know your captors. The Rhukaan Taash, the Kech Shaarat, and the Kech Volaar value power, revolution, and knowledge respectively. Appeasing your masters is easier if you know their predilections. Beware the Kalkor Marguul; to praise the Lhesh Haruuc in their company is to invite a halberd in your skull.

Improvise. You will need weapons to escape, but not even the dimmest goblin runt deep into his rotgut allows a slave to arm itself. The "shusk," a bugbear canine tooth lashed to a stick, makes an effective dagger, and is readily constructed from the remains of bugbears beheaded for disloyalty. One tale that reached Conclave ears described a monk of the Orla-un monastery near Wyr who fashioned a spiked chain from bugbear teeth, rat sinew, and his ankle shackles. The Foundation highly recommends learning basic weaponcrafting and escape skills (useful for wriggling free from bondage) before journeying to Darguun.

Keep your head up. A slave without hope is a slave who will never be free. A slave with his head down is a slave who will never see the key left carelessly on the wagon yoke. A gnome chimney sweep escaped a life chained inside the flue of a Wyvernskull tavern when he saw an ignorant goblin toss an unread scroll of *teleport* onto the cold embers. Be ready for any opportunity to escape.

If you are a former Darguun slave, contact the nearest House Sivis message station at our expense. The *Piton* wants your story! Earn gold and support your fellow Wayfinders!

[*Piton* Ed. note—The Wayfinder Foundation's newly unveiled Map Perilous shades Darguun as an amber travel zone. This makes the advice in this article all the more relevant as hordes of amateur explorers, treasure hunters, and foolhardy travelers are bound to see the amber shading as an open invitation to visit the Lhesh Haruuc for high tea. Please circulate this article liberally among your acquaintances in the traveling community—the life you save could be a friend's.]

trader in question is willing to spare. The cargo can vary widely, though perishable foodstuffs are usually shipped by lightning rail or sea vessel and are thus rarely seen in a caravan, except when magically cooled wagons are employed.

House Orien does not inspect or make promises regarding the contents of the carts in its caravans, so it is relatively easy to smuggle illegal materials across national borders in a caravan wagon. Likewise, Orien does not provide additional security for each cart, so many merchants hire adventurers to specifically defend their goods.

Flanking Riders: A group of four armed riders (human fighter 1 or ranger 1) travel alongside the coaches, wagons, and carts on both sides. They keep themselves spread evenly along the length of the caravan, looking for dangers at the road's edge.

Trailing Riders: Traveling about 150 feet behind, four armed riders (human fighter 1) keep an eye on things from afar. Should the caravan be attacked, they rush to help defend it.

INTERNATIONAL TRAVEL

From the crashing waters of Scions Sound to the heath beyond Fort Bones, through the bolt-holes of the Black Caps, and across the ghoul-haunted Crying Fields, House Deneith is charged by ancient decree with securing international borders. While many would quail before the task of defending thousands upon thousands of desolate miles of frontier, House Deneith has developed many strategies over the centuries to do just that.

BORDER GUARD SQUADS

To be sure, Baron Breven d'Deneith relies upon monsters, peat bogs, rockslides and the whims of the weather to foil many border jumpers, but he also employs specialized watchers—the border guards—who are adept at using both magic and mundane means to patrol their jurisdiction. Most patrols include both falconers, whose birds spot outlaws from miles away, and scouts, whose dogs and wolves track fugitives through even the thickest forest. In elite border guard squads, mages and rangers cast *prying eyes* and *commune with nature* to hunt their quarry.

When a traveler is in the wilderness within 20 miles of a national border, he must make a Survival check each day to remain undetected by the border guards. The DC of the Survival check is determined by the strength of the border guard squad currently in the area, as shown on Table 2–2: Border Guard Squads. Border guards (and their companions, when applicable) always take 10 on their Spot and Forgery checks. A +8 competence bonus that border guards have to detect falsified House Sivis traveling papers is included in the Forgery check DCs, as is the bonus for members of a squad using the aid another action.

TABLE 2–2: BORDER GUARD SQUADS

d10	Squad	Survival DC[1]	Hide DC[2]	Forgery DC[3]
1–2	1 mounted guard[4] with trained hawk	15	24	17
3–4	1 Karrnathi longstrider guard with 6 human commoner skeletons and 1 Karrnathi skeleton	19	24	19
5–6	1 longstrider guard with a collared wolverine	21	26	19
7–8	2 longstrider guards with 2 gnoll mercenaries from Droaam	25	30	19
9	2 mounted guards[4] with a *scrying shard* and a *wand of zone of truth*	19	26	Impossible unless the *zone of truth* is dispelled (they question all travelers)
10	1 longstrider guard with a livewood shield housing an Aerenal dryad	19	28	21

1 Survival checks are requred to avoid running into the guards in the wilderness.

2 Hide checks are to avoid running into the guards in town.

3 Forgery checks are to fool the guards with forged papers.

4 As the sentinel marshal, page 233 of the *EBERRON Campaign Setting*, but with Handle Animal +5 and Heal +3.

LONGSTRIDER BORDER GUARD (SHIFTED) CR 5

Shifter ranger 4/wizard 1
LN Medium humanoid (shapechanger)
Init +4; **Senses** low-light vision, scent, Listen +6, Spot +7
Languages Common, Sylvan, empathic link

AC 19, touch 14, flat-footed 15
hp 48 (5 HD)
Fort +6, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares)
Melee silvered short sword +4 (1d6/19–20) or
Ranged *+1 longbow* +9 (1d8+1/×3) or
Ranged *+1 longbow* +7/+7 (1d8+1/×3) with Rapid Shot
Base Atk +4; **Grp** +4
Atk Options favored enemy humans +2, Precise Shot, Point Blank Shot, Rapid Shot
Ranger Spells Prepared (CL 1st):
1st—*longstrider*
Wizard Spells Prepared (CL 1st):
1st—*ray of enfeeblement* (+8 ranged touch, DC 12), *sleep* (DC 12)
0—*daze* (DC 11), *detect poison, ghost sound* (DC 11)

Abilities Str 10, Dex 18, Con 16, Int 13, Wis 12, Cha 8
SQ animal companion, familiar, link with companion, share spells, shifting (wildhunt) 1/day (5 rounds), wild empathy +3 (–1 magical beasts)
Feats Alertness^B (if familiar within 5 ft.), Endurance^B,

Point Blank Shot, Precise Shot, Rapid Shot^{B}, Track^{B}
Skills Balance +6, Climb +9, Hide +8, Jump +6, Knowledge (geography) +4, Knowledge (nature) +6, Listen +6, Move Silently +6, Ride +4, Spellcraft +4, Spot +7, Survival +8, Swim +3
Possessions *+1 chain shirt, +1 longbow,* silvered short sword, blank ash pulp temporary traveling papers, seal of House Deneith, manacles, 18 gp, 9 sp

When not shifted, the longstrider border guard loses the scent ability and has the following changed statistics:
hp reduced by 5
Abilities Con 14

Wolf Animal Companion **CR —**
N Medium animal
Init +2; **Senses** low-light vision, scent, Listen +3, Spot +3

AC 14, touch 12, flat-footed 12
hp 13 (2 HD)
Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)
Melee bite +3 (1d6+1)
Base Atk +1; **Grp** +2
Atk Options trip (must hit with bite attack, *MM* 283)

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SQ 1 bonus trick, link, share spells
Feats Track^{B}, Weapon Focus (bite)
Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent)

Hawk Familiar **CR —**
N Tiny animal
Init +3; **Senses** low-light vision, Listen +7, Spot +16
Languages empathic link

AC 17, touch 15, flat-footed 14
hp 21 (5 HD)
Resist improved evasion
Fort +4, **Ref** +7, **Will** +5

Speed 10 ft. (2 squares), fly 60 ft. (12 squares) (average)
Melee talon +5 (1d4–2)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +4; **Grp** –6

Abilities Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
SQ share spells
Feats Alertness, Weapon Finesse^{B}
Skills Balance +5, Climb +7, Hide +7, Jump +4, Listen +7, Move Silently +5, Spot +16, Survival +9

TRAVELING PAPERS

At road and lightning rail crossings, border towns, ports, and airship docking towers, House Deneith's scrutiny is even more intense. Here, rather than falcons and dogs, Baron Breven's chief security tool is a set of documents known as traveling papers.

To cross a border legally, a traveler must present traveling papers to the border guards on duty. The Notaries Guild of House Sivis issues traveling papers that are valid for four years. A gnome notary scribes the papers with iron gall ink on 3-inch-square vellum, heavy and slick. The papers identify all travelers, list their residence, destination or destinations, and reason for travel. House Sivis charges 25 gp to prepare the papers, and many travelers buy a densewood flip-case to protect their documents (5 gp).

If a traveler stopped by a border guard does not have his papers, he can purchase temporary traveling papers from any House Orien, House Lyrandar, or House Deneith agent (including the arresting border guard himself). These papers expire after only one journey. Temporary traveling papers are scribed on cheap ash pulp, yet they cost 100 gp. The houses find that most customers are willing to pay this exorbitant price rather than forgo their journey.

Unprepared tourists and explorers should note that temporary traveling papers are only sold to purchasers with a character witness present. The dragonmarked houses recognize three types of witness for this purpose—a fellow traveler with current House Sivis papers, a letter of marque sealed by a noble, or notarized identification papers indicating membership in the Wayfinder Foundation.

Forged Papers

Inevitably, certain travelers are wanted by the authorities in one nation or another, whether for assassination, looting, or favoring the queen's fairer cousin. If such a traveler attempts to cross a border under his own name (whether into or out of the area in which he is wanted), he is detained by the border guards provided they succeed on a DC 10 Spot check. Blacklisted travelers often resort to obtaining forged papers and traveling under assumed names, since House Sivis refuses to issue traveling papers for fugitives. Because of the difficulty of forging House Sivis notarized documents, a border guard gains a +8 competence bonus on the Forgery check made to detect them (already included in the Forgery check DCs in Table 2–2).

A character who succeeds on a DC 25 Gather Information check in one of Khorvaire's other large centers can seek to hire a professional forger like one of the following.

Harlen Taliquay (male human expert 5; Forgery +15) specializes in House Sivis documents. Harlen charges 150 gp per page, but he guarantees his work. Anyone caught while traveling with one of Harlen's papers is reimbursed 50 gp per month spent in chains (to a maximum of 600 gp for one year).

Blacksnout Grubchok (female half-orc rogue 2; Forgery +5) spends her days slurping venison stew at her favorite tavern, the Oiled Spleen. She is cheap (25 gp per page) but does not provide Harlen's guarantee.

Sassi ir'Lain (female human aristocrat 5; Forgery +6) is a young noble slumming for entertainment. She looks at forgery as a game, stealing her friends' traveling papers and replacing their names with those of her customers. She works for free if a male PC has a Charisma of 14 or higher; otherwise she charges 50 gp per page. If her family ever discovers her activities, they will send assassins to silence all her clients.

Characters with ranks in Forgery can prepare their own forged documents, but no matter who prepares them, the DM should roll the Forgery check in secret and note the result for that particular set of traveling papers. That way, the character won't know whether the check result beats the indicated DC on Table 2–2 until the papers are actually checked.

ADVENTURE IDEAS

—In 792 YK, the Silver Flame knight Jacques d'Morrun, desperate to save his village of Nathyrr, donned the *Pelt of Thirteen Claws* and tore into the ettercaps and phase spiders swarming out of the Harrowcrowns. Afterward, he burned the evil garment and entered a monastery. His atonements were only partially received by the Silver Flame, though, for his line has been periodically cursed with lycanthropy ever since. The latest victim is young Emily d'Morrun. The new werewolf begs adventurers to smuggle her out of Thrane, across Aundair, and into the Eldeen Reaches.

—Marshal Brougham Spurrath of the border guards recently confiscated a shipment of glamerweave gowns belonging to the Cabinet of Faces crime syndicate (see page 140 of *Races of Eberron*). Unknown to the Marshal, sewn into the lining of one of the robes are six *eternal wands of vampiric touch*. Posing as an impoverished seamstress persecuted for rejecting the repeated advances of Marshal Spurrath, the changeling rogue Benita pleads with adventurers to recover the gowns for her and her sickly father Morvyl (a changeling priest of the Mockery).

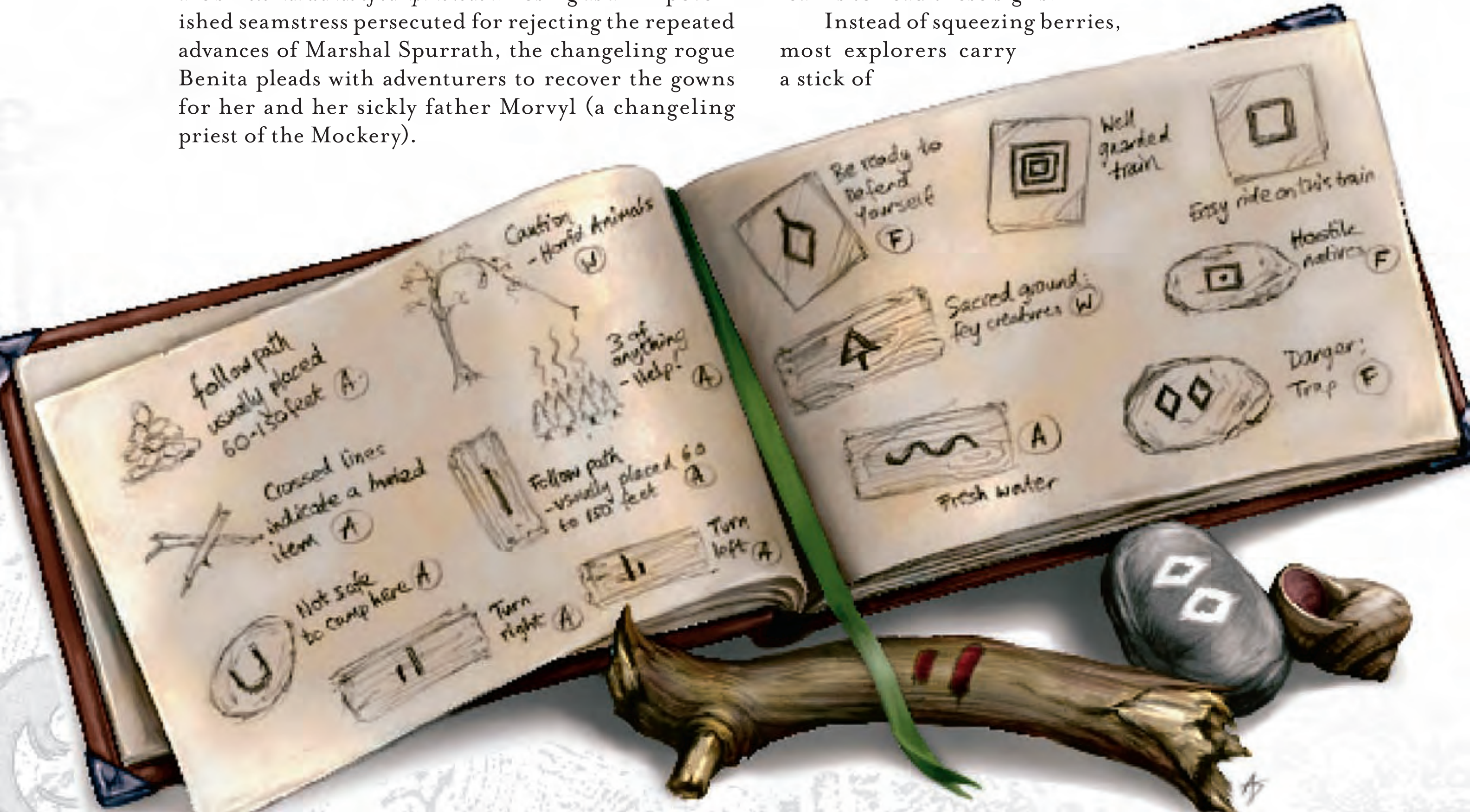
EXPLORER MARKS

Kole Naerrin, the famed *Korranberg Chronicle* reporter who was the sole survivor of the ill-fated Sarnap Expedition to the Byeshk Mountains, credits explorer marks with saving his life. Startled awake by the hysterical snarling of the enraged gnoll war pack that proved to be the expedition's doom, Naerrin was quickly shown by a gnoll barbarian why his weapon should ever be the quill rather than the sword. Bleeding and left for dead, Naerrin was able to retrace his path to civilization only by following the explorer marks dutifully blazed by the expedition's Wayfinders.

Naerrin's story is not unique. Many Wayfinders, extreme explorers, soldiers of fortune, and seekers after the draconic Prophecy rely upon explorer marks to guide them through the wilderness. More than just a professional courtesy that unites the sometimes fractious and competitive brotherhood of explorers, the marks are a lifeline in uncertain terrain. They can flag a hidden water hole, point out the warmest cart in a lightning rail train, or announce the presence of friendly or hostile natives.

Explorer marks have their roots in a symbolic code developed by Oalian, the Great Druid of the Eldeen Reaches. As his Wardens of the Wood sect grew, its forest villages began to include nondruids (many of them children) who frequently became lost in the Reaches. Oalian taught the Wardens to mark trails with rock cairns, bent saplings, and symbols stained on bark with berry juice. Over time, the marks employed by the Wardens of the Wood came to enjoy widespread use, and the original symbol set was expanded. Today, every villager in the Reaches learns to read these signs.

Instead of squeezing berries, most explorers carry a stick of


follow path usually placed 60-150 feet (A)
Caution -Horrid Animals (W)
3 of anything -Help! (A)
Crossed lines indicate a buried item (A)
Follow path -usually placed 60 to 150' feet (A)
Turn left (A)
Not safe to camp here (A)
Turn right (A)
Be ready to defend yourself (F)
Well guarded train
Easy ride on this train
Hostile natives (F)
Sacred ground: fey creatures (W)
Danger: Trap (F)
(A)
Fresh water

chalk or a lump of charcoal with which to make their marks. A typical explorer mark persists for three days outdoors or two weeks indoors before rain and wind erode it beyond recognition (varying environmental conditions may drastically increase or decrease this period of time). The Track feat is not required to observe and follow explorer marks; a DC 10 Spot check suffices. If not rushed or pressured, a character can take 10 on this check. All sufficiently knowledgeable adventurers (those with 5 or more ranks in Survival) can understand a large number of marks. Beyond that, specialized groups have developed secret marks known only to members.

The accompanying illustration details the most important explorer marks and their meanings. Any mark can be understood with a DC 20 Survival check. (A) indicates a mark that all adventurers with 5 or more ranks in Survival automatically understand. (W) indicates a mark that a Warden of the Wood druid or ranger automatically understands, while (F) indicates a mark that a Wayfinder automatically understands.

ORGANIZATIONS

For those who are driven to explore the length and breadth of Eberron, many eventually find themselves congregating with other like-minded individuals, pooling resources to achieve expeditions that would be impossible on their own. The thirst for knowledge or wealth can lead to dangerous places, and it's rare indeed that one is better off traveling without a company of stalwart companions (and the requisite funds) to get someplace and back again.

In that spirit of exploration and potential acquisition, more permanent organizations have formed throughout Khorvaire to support explorers in their quests. The most prestigious and well funded of these are the Wayfinder Foundation and the Twelve, both of which have a reputation for promoting the discovery and preservation of the world's treasures.

THE WAYFINDER FOUNDATION

Whether displaying stuffed owlbears in its Fairhaven trophy room, running a hostel in Stormreach, or sponsoring jungle expeditions in steaming Xen'drik, the Wayfinder Foundation promotes the hunger for exploration that drives Eberron. Part philanthropic trust and part professional networking service, the Foundation was organized and endowed by the halfling Boroman ir'Dayne—a renowned explorer in his own right until an expedition to Xen'drik left him with a mysterious wasting curse. Lord Boroman seeks to encourage exploration and make a legacy for himself, but his support of the Foundation also has a more personal motive—his dream of the day when a Wayfinder explorer stumbles from the rain forests of deep Xen'drik clutching an ivory flask, filled with some elixir that might save the lord's slowly ebbing life.

The Wayfinder Foundation can appear in the game in a number of ways. Adventurers often turn to it for sponsorship, and its Conclave of trustees can underwrite the characters' forays into terra incognita by providing gold for equipment, travel expenses, and healing. The DM can also use the Foundation to challenge the characters, with rival Wayfinders racing against the PCs as they attempt to uncover a storm giant tomb in Xen'drik or retrieve the same ancient schema from its long-lost hiding place.

Conversely, the Foundation can serve as a kind of Khorvairian cavalry, dispatching Wayfinders to rescue PC explorers who have gotten in over their heads. For those who make it back under their own power, the Foundation is an excellent market for obscure art objects and rare beasts brought back from far-off lands.

By Invitation Only

The Foundation can play an active role in the campaign even for characters who are not members, but when they learn of the Foundation's benefits, many players will want their characters to join. In the end, the quest to earn membership can be an exciting adventure in and of itself.

To become a Wayfinder, a character must receive a personal invitation from one of the Foundation's trustees. Unless a trustee has blacklisted a character out of personal or professional animosity, the Foundation Conclave extends an invitation to any invited character who meets one of the following criteria.

- The character has adventured in at least two lands beyond Khorvaire (Xen'drik, Sarlona, Frostfell, Aerenal, or Argonnessen).
- The character has personally recovered foreign objects exceeding 10,000 gp in value and sold them through the Foundation's biannual Relics and Antiquities Auction.
- The character is an extreme explorer of 2nd level or higher.
- The character has escorted a true giant of Xen'drik or a dragon of Argonnessen to the Conclave headquarters in Fairhaven (as a peaceful guest in an exchange of knowledge).
- The character contracts to accompany a Wayfinder Expedition and has at least 9 ranks in two or more of these skills: Survival, Craft (cartography), and Knowledge (nature).
- The character successfully bribes trustee Imre Levalle (see below).
- The character is personally recommended by Queen Aurala of Aundair, King Boranel of Breland, or Lord Boroman ir'Dayne.

The Foundation sometimes extends invitations for other remarkable achievements of exploration as the DM sees fit.

Membership Rewards

Members of the Wayfinder Foundation enjoy the following benefits:

- Access to Wayfinder Foundation lounges, bunkrooms and travel lodges at lightning rail stations and airship docking towers (see Chapter Three: Points of Origin).
- Subscription to the Wayfinder Foundation's quarterly newsletter, the *Rope and Piton*, published by the *Korranberg Chronicle*. A character who reads the *Piton* picks up explorer tips and survival techniques, and for each issue that a character reads, he can apply a +1 insight bonus on a single Knowledge (geography) or Survival check.
- As a sponsor, the Foundation advances 300 gp per level of the adventuring Wayfinder in return for a one-fifth share of treasure on select expeditions. The Foundation also reserves the right to place the words "Wayfinder Foundation explorer" in front of any use of the adventurer's name in coverage by the *Korranberg Chronicle* or other journals. Sponsorship is available for forays into the Demon Wastes, Q'barra, the Shadow Marches, and any continent other than Khorvaire.
- Automatic success when bidding for a place in a Wayfinder Expedition (see below).
- The opportunity to sell big-game carcasses to the taxidermists responsible for the trophy room in the Foundation headquarters at Fairhaven. Taxidermists will purchase the body of any magical beast, aberration, or plant creature recovered from the Demon Wastes, the Shadow Marches, Q'barra, or any continent beyond Khorvaire, paying 500 gp per Hit Die (to a maximum of 10,000 gp). To keep their collection varied and to support as many Wayfinders as possible, the taxidermists buy only one trophy per year from any Foundation member.
- Insurance in the event an expedition goes bad. Every adventure sponsored by the Wayfinder Foundation registers a return date with the Conclave in Fairhaven, and the Conclave dispatches a Wayfinder rescue team (see page 52) to investigate should a mission fail to return in time. If the rescue team determines that an expedition has been irrevocably lost, the trustees send 100 gp and a lily bouquet topped with a kieros leaf to each party member's next of kin.

Wayfinders Bazaar

Selling 4 live fever lizards, 2 male, fresh from Q'barra. Start your own breeding stock. 250 gp. Contact Giff Rapelje at the Fairhaven Conclave headquarters; reference this ad.

* * *

Gnome man-at-arms, skilled with rapier, Wynarn University-trained tenor, eager to slay his first athach. Seeking to join a Foundation-sponsored company plunging straight to the heart of Xen'drik! Contact Giff Rapelje at the Fairhaven Conclave headquarters; reference this ad.

EXPEDITIONS

In addition to sponsoring numerous smaller missions, the Wayfinder Foundation organizes two major expeditions per year. The spring expedition always sails for Xen'drik, casting off from Sharn on the first of Dravago to take advantage of the cooler winter months in the southern jungles. The destination of the autumn expedition varies, with Conclave trustees currently considering proposals for a skiff flotilla into the Shadow Marches, a jungle dig east of Adderport in Q'barra, a dinosaur-mounted expedition into the Blade Desert south of Zephyr Keep, and an airship drop into Seren.

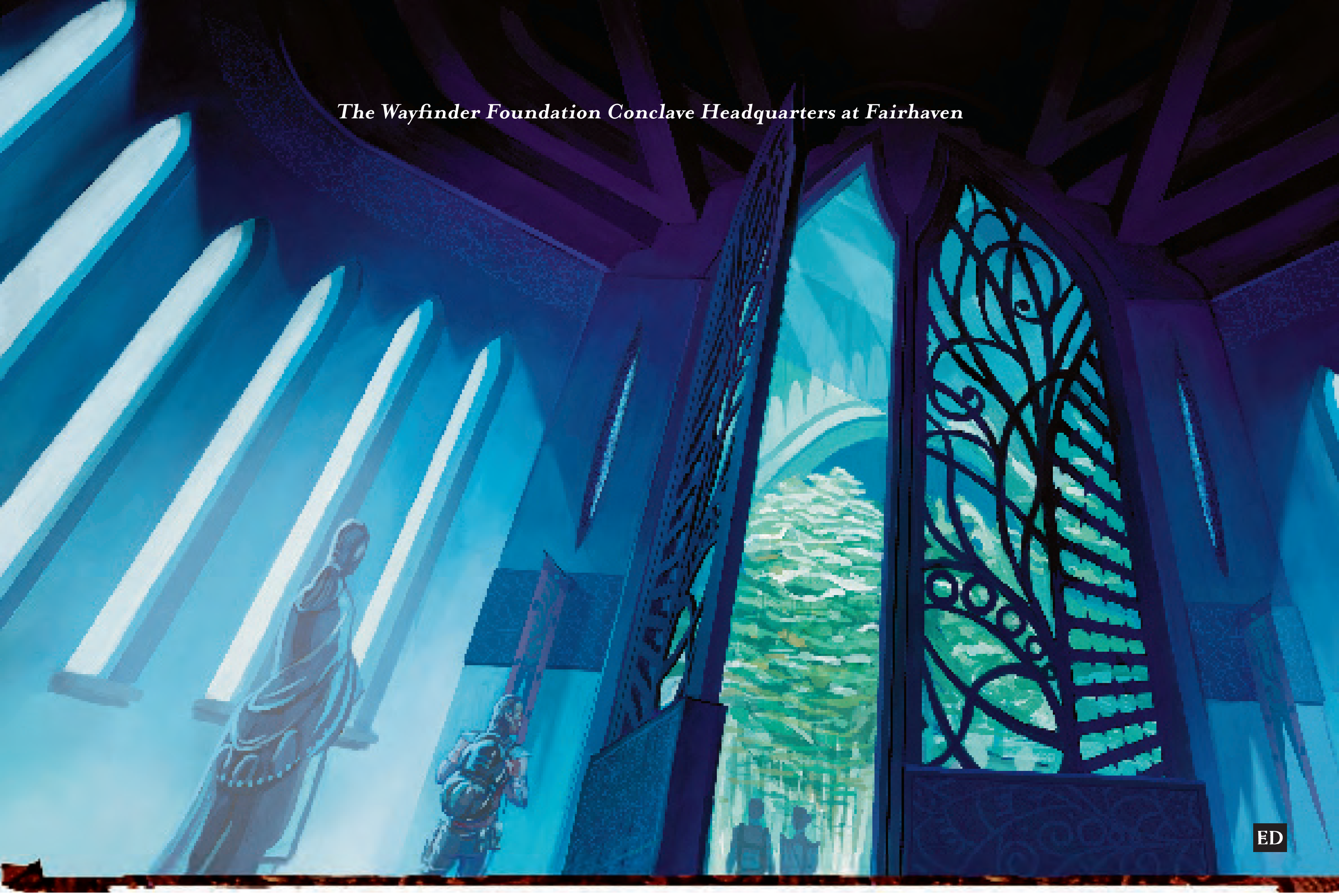
These expeditions are grand affairs, and a month or more can pass while porters, thunder guides (see page 64), field scholars, Wayfinders, translators, engineers, adventurers, House Jorasco healers, and safari-going nobles assemble. Cities and towns vie for the privilege (and economic boon) of hosting a Wayfinder Expedition launch. Expeditions are typically named after their chief benefactor or highest-ranking noble, ("The ir'Dayne Expedition," for example).

The *Korranberg Chronicle* covers these expeditions in great detail over many weeks, especially if a celebrated noble is accompanying the mission. When the royal twins Wrel and Wrey of Aundair took a break from their studies in Arcanix to accompany an expedition into the Dragonreach, they wound up squabbling publicly over the son of a Lhazaar prince who happened to be serving as first mate. The *Chronicle* sent four reporters to cover the ensuing uproar.

Always soliciting funds, the Foundation sells shares in its grand expeditions for 1,000 gp each. Anyone can buy shares, but the Foundation's excellent reputation has created high demand. Availability is limited, and each player character can buy only one share per expedition (two shares for PC Wayfinders). The results of an expedition (excluding one on which the PCs are members, of course) are determined by rolling on the table in the Quick Resolution: Expedition Results sidebar. An Expedition returns after an average of three months, at which time the dividends, if any, are paid to shareholders.

FOUNDATION TRUSTEES

Five trustees administrate the Wayfinder Foundation and make up the Foundation Conclave. Lord ir'Dayne also claims a seat in the Conclave, and (if he wishes) exercises ultimate executive control, including veto power and the right to determine expedition



The Wayfinder Foundation Conclave Headquarters at Fairhaven

destinations. In reality, though, his wasting curse prevents him from taking an active role in all but the most important matters. Full board meetings occur monthly at Foundation headquarters in Fairhaven.

The headquarters is a four-story building two blocks north of the magnificent lightning rail station along Wrogar Street. Rail passengers with a layover often walk to the Foundation Museum, which occupies the first two floors of the headquarters. There, they can view dioramas recreating the exploits of the Foundation's greatest explorers, hear *ghost sound* reproductions of the shrieks and bellows of a Xen'drik jungle at night, and examine the stuffed figures of owlbears, displacer beasts, behirs, and more. A course of Xen'drik jungle branches and vines allows visitors to test their skills at brachiation.

Above the museum, the trustees maintain individual offices on the third floor. The fourth floor contains a grand meeting hall and lecture chamber.

The current Conclave trustees are described below.

Shensari Damilek (LG female human aristocrat 1/expert 4; Appraise +8, Bluff +7, Sense Motive +9) oversees the Foundation's Relics and Antiquities Auctions. In her late thirties, she dresses in black wool robes and wears thick spectacles. Never married, she is passionate about her work but beginning to suspect that life is more than account ledgers and inkpots. In fact, she secretly entertains the notion of accompanying the next Wayfinder Expedition. The Damilek family (one of the wealthiest in Sharn) is very protective of its bookish daughter, though. Her family's opposition has helped to hold her back.

If a player character is not a Wayfinder but wishes to attend a Relics and Antiquities Auction, he must succeed on a Bluff check opposed by Shensari's Sense Motive check. (No actual bluffing is involved; this check is a measure of the character's persuasiveness rather than an attempt to mislead Shensari.) The DM should feel free to stock the auctions with a wide selection of occult oddities and wondrous items.

In addition to bidding at auction, PCs might wish to offer their own recovered treasures for sale. Shensari takes rare art pieces, archeological artifacts, and ancient texts recovered from the Blade Desert, the Demon Wastes, Q'barra, the Shadow Marches, or any continent other than Khorvaire on consignment. She pays full price, knowing that her skilled auctioneers will draw bids high enough for the Foundation to show a profit. This can provide an excellent means for adventurers to convert valuable objects into liquid cash. Steady suppliers can even win full Wayfinder membership (see By Invitation Only, page 47).

Vikan Buristal (NG male human ranger 4/extreme explorer 3) handles logistics for the Foundation's major expeditions. Over 6-1/2 feet tall, he is blond with a full beard that conceals hideous stirge scars. His skin is tanned and leathery from a lifetime in the sun. For half an hour before the museum opens each morning, Vikan exercises in the jungle room, swinging from vine to vine and doing pull-ups on branches.

Vikan idolizes Lord Boroman. He constantly retells the story of how, on Lord Boroman's last adventure, the mighty halfling rescued Vikan after he passed out and fell headfirst into a stirge nest. Whenever the diminutive halfling finds the strength to walk the halls of the Conclave headquarters, his towering comrade accompanies him. Vikan doesn't trust Imre (see below), but he has no evidence of wrongdoing to back up his feelings.

Dorein Rauthevvit (LN female human expert 4; Bluff +9, Diplomacy +7) sells shares in the Foundation's expeditions. With the aid of a House Sivis speaking station that she keeps on retainer in her office, Dorein

Quick Resolution: Expedition Results

A character can pay 1,000 gp per share of a Wayfinder Expedition, then twelve weeks of game time later, roll d% to determine what his investment returns to him. If a character is a Foundation member who purchased two shares, double the base gold received, but not any secondary gold or nonmonetary effects. For example, a character with two shares in an expedition that rolls a 38 for resolution receives 2,400 gp as profit for his shares, but still gains only 400 gp and the enmity of one noble house if he grants the interview.

Note that it is very possible to lose gold as an expedition investor.

d%	Expedition Log	Foundation Returns
01–15	All hands return safely; the expedition discovers an ancient shrine to Boldrei.	1,600 gp, but a barbarian witch curses the shrine's defilers. Anyone who spends the gold must make a DC 16 Will save or take a –6 penalty to Charisma (as *bestow curse,* CL 7th) caused by an irresistible urge to eat flies.
16–30	Tempests, hostile natives, and Valenar war bands force the expedition to turn back early.	400 gp.
31–36	The expedition uncovers a lost temple in Xen'drik, but Imre Levalle embezzles the profits.	600 gp.
37	A freak collision with a lightning rail kills the expedition leaders before they can leave civilized lands.	House Orien compensates all shareholders with two lightning rail tickets (round trip) to any destination.
38–39	A bulette mauls and eats a noble on safari with the expedition; Wayfinders dig up a docent cache.	1,200 gp plus 400 gp if the shareholder grants the *Korranberg Chronicle* an interview for a story titled "Fin of Doom: The Inside Story." Granting the interview earns the enmity of one noble house.
40–55	Successful University of Wynarn expedition; 16 new plant species identified and classified.	1,100 gp plus 10 dragonseye acorns.
56–78	Successful cartography mission through Shargon's Teeth and along the Xen'drik coast; malenti liaisons point out oyster beds.	1,400 gp plus 6 pearls (12d12 gp each).
79–80	Fate unknown—the outcome of the expedition is classified by the Royal Eyes of Aundair.	1,800 gp and a *potion of endure elements.*
81–90	A determined expedition fights off athachs to be the first to reach the headwaters of the Pasik river in Xen'drik.	2,200 gp, and a monument listing the names of all expedition members and shareholders is placed at the headwaters.
91–95	In the Byeshk Mountains, orc Wayfinders map a new pass.	2,300 gp and a +2 circumstance bonus on Diplomacy checks involving Gatekeepers.
96–98	The Dhakaani chieftain's headdress celebrated in the Kech Volaar lament "Sun Tears" surfaces in a Shadow Marches ruin.	2,700 gp plus 1 week's service from a Kech Volaar honor guard (three 4th-level hobgoblin fighters, two 2nd-level bugbear barbarians).
99–100	A couatl guides the expedition commander to a sealed arcane repository dating to the Age of Demons.	1,500 gp plus a minor wondrous item (see Table 7–27, page 247 of the *Dungeon Master's Guide*).

maintains a network of salespeople throughout the Five Nations. She is a thin woman in her early thirties with a habit of interrupting people.

Dorein is convinced that her sales expertise is the main reason for the Wayfinder Foundation's success, and she plots with Imre to seize control of the Foundation once Lord Boroman finally succumbs to his wasting curse. If a character negotiates with Dorein and succeeds on a DC 20 Charisma check, she agrees to sell 1d4 extra shares in one expedition. Under no circumstances will she do this more than once per year for any single character.

Giff Rapelje (N male gnome bard 4) edits the Wayfinder Foundation's newsletter, the *Rope and Piton.* Giff is unusually taciturn for a bard and a gnome, and vendors and potential donors attending board meetings or visiting the Conclave often come away with the impression that he has little interest in the Foundation's real business. Nothing could be further from the truth, though, since Giff delights in tales of mystery and danger. He avidly supports the Foundation's purpose and, with the possible exception of Lord Boroman himself, is the most willing to take risks and extend the Foundation's resources in the name of exploration.

For the past year, Giff has been trying to convince the other trustees to finance an expedition of three elemental galleons to the Dark Sea, around the Cape of Hearts at the southern tip of Argonnessen. Adventurers returning from an overseas expedition can sell their story to Giff with a successful DC 20 Perform (storytelling) check. Giff pays 150 gp per story.

Imre Levalle (LE male dwarf rogue 6; detailed below) is the Wayfinder Foundation's Curator of Acquisitions, a position that charges him with interpreting, indexing, archiving, and disseminating all the knowledge gained by the Foundation's members and expeditions. Imre is also a Gold Concordian of the Aurum, a group whose public support of the study of history has helped him to win the curator's office.

In reality, Imre seeks to exploit the Wayfinder Foundation for the Aurum's benefit. He siphons funds from the Foundation's Kundarak accounts, passes ancient maps to his superiors while replacing them with clever forgeries in the Foundation archives, and engages in all manner of subterfuge in an attempt to prevent any legitimate business house from challenging the Aurum's power.

Imre's current scheme is twofold. Even as he conspires with Dorein to control the Conclave after Lord Boroman ir'Dayne's passing, he plans to ensure that Boroman dies sooner rather than later—prepared to poison him if the wasting curse doesn't do the job. In the meantime, he augments his income by illicitly selling Wayfinder Foundation memberships to any who can afford it. The asking price is 10,000 gp, though Imre can be bargained down to half of that.

IMRE LEVALLE, CORRUPT TRUSTEE CR 6

Male dwarf rogue 6
LE Medium humanoid
Init +3; **Senses** darkvision 60 ft., Listen +3, Spot +3
Languages Common, Dwarven, Gnome, Goblin

AC 17, touch 14, flat-footed 14; +4 AC against giants, uncanny dodge
hp 42 (6 HD)
Resist +2 on saves against spells and spell-like effects, evasion, stability (+4 against bull rush and trip)
Fort +5 (+7 against poison), **Ref** +8, **Will** +4

Speed 20 ft. (4 squares)
Melee mwk rapier +8 (1d6+1/18–20) or
Ranged dart +7 (1d4)
Base Atk +4; **Grp** +5
Atk Options sneak attack +3d6

Abilities Str 12, Dex 17, Con 16, Int 14, Wis 10, Cha 8
SQ stonecunning, trap sense +2, trapfinding
Feats Iron Will, Skill Focus (Forgery), Weapon Finesse
Skills Appraise +9 (+11 for stone or metal items), Bluff +5, Decipher Script +9, Diplomacy +2, Disguise +3, Forgery +14, Knowledge (arcana) +4, Knowledge (architecture and engineering) +8, Knowledge (history) +8, Knowledge (local) +5, Listen +3, Open Lock +9, Profession (curator) +2, Sleight of Hand +9, Spot +3
Possessions *+1 leather armor,* masterwork rapier, 3 darts, *+1 ring of protection,* 8 gold rings of the Gold Concord (10 gp each), key-belt with dozens of keys to different storage vaults

Lord Boroman ir'Dayne (NG male halfling rogue 6/extreme explorer 4) weakens each day. The wasting curse he contracted on his last foray to Xen'drik ravages his body but leaves his mind intact. Still fierce and proud, Boroman walks the four blocks from his Shard Street home to the Conclave headquarters alone, leaning heavily on his cane but refusing Vikan's aid. Once inside the headquarters, the human man fawns over Boroman as the halfling limps up and down the corridors, smiling at trustees and employees alike as he inspires them with his tales of adventure. When he demonstrates how he fought chuuls in the Shadow Marches and sniped feral drow in Xen'drik, he swings his cane wildly, banging it against desks and walls.

Boroman's wasting curse remains as mysterious now as on the day he contracted it. Two separate expeditions to the exact Xen'drik site where he was afflicted have been personally authorized by Boroman. They returned with ancient stone tablets, water samples, and transcriptions of wall glyphs. One expedition even hauled seven one-ton limestone blocks through the jungle, all covered with cyclopean writings dating to the Age of Giants. The writings contained no useful information when translated by the Curator of Acquisitions, however, and have since been stored deep in the Conclave's underground vaults. (Vikan suspects that Imre might have intentionally mistranslated one of these limestone blocks, but currently has no means of determining whether they truly contain information relating to Boroman's curse.)

WAYFINDER RESCUE TEAM

When a sponsored mission fails to report by its return date, the Conclave dispatches a rescue team to find it (or what's left of it). One of the Wayfinder Foundation's most accomplished rescue teams is composed of Arek Islecarn, his wife Mina, their blink dog companion Brusk, and Arek's eagle companion.

Arek Islecarn, Explorer CR 5

Male half-elf ranger 4/extreme explorer 1
NG Medium humanoid (elf)
Action Points 7
Init +3; **Senses** low-light vision, Listen +7, Spot +7
Languages Common, Elven

AC 18, touch 13, flat-footed 14
hp 38 (5 HD)
Immune sleep
Fort +6, **Ref** +9, **Will** +1 (+3 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk longsword +7 (1d8+2/19–20) or
Ranged *+1 composite longbow* +8 (1d8+2/×3) or
Ranged *+1 composite longbow* +6/+6 (1d8+2/×3) with Rapid Shot
Base Atk +4; **Grp** +6
Atk Options favored enemy humans +2
Combat Gear vial of oil, vial of holy water

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 11, Cha 11
SQ animal companion, link with companion, trap sense +1, share spells, wild empathy +4 (magical beasts +0)
Feats Action Boost, Endurance^B, Heroic Spirit, Rapid Shot^B, Track^B
Skills Climb +5, Handle Animal +4, Hide +8, Jump +4, Knowledge (dungeoneering) +4, Listen +7, Move Silently +8, Ride +4, Spot +7, Survival +8
Possessions combat gear plus *+1 chain shirt,* masterwork longsword, *+1 composite longbow* (+1 Str bonus) with 20 arrows, 100 ft. rope, 2 torches, collapsible 10-ft. pole, tinderbox, sunrod, 4 smokesticks, bedroll, 3 days' rations, falconer's glove, pouch of eagle food

Eagle Animal Companion CR ~

N Small animal
Init +2; **Senses** low-light vision, Listen +4, Spot +16

AC 14, touch 13, flat-footed 12
hp 5 (1 HD)
Fort +3, **Ref** +4, **Will** +2

Speed 10 ft. (2 squares), fly 80 ft. (16 squares) (average)
Melee talons +3/+3 (1d4/1d4) and bite –2 (1d4)
Base Atk +0; **Grp** –4

Abilities Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
SQ 1 bonus trick, link
Feats Alertness, Weapon Finesse^B
Skills Listen +4, Spot +16

Mina Islecarn, Explorer CR 4

Female half-elf rogue 4
NG Medium humanoid (elf)
Init +4; **Senses** low-light vision, Listen +7, Spot +7
Languages Common, Elven, Sylvan

AC 18, touch 14, flat-footed 14; uncanny dodge
hp 25 (4 HD)
Immune sleep
Resist evasion
Fort +3, **Ref** +8, **Will** +1 (+3 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk rapier +8 (1d6/18–20) or
Melee mwk rapier +6 (1d6/18–20) and mwk short sword +6 (1d6/19–20) or
Ranged *+1 longbow* +8 (1d8+1/×3)
Base Atk +3; **Grp** +3
Atk Options sneak attack +2d6
Combat Gear 6 caltrops, 3 tanglefoot bags, 2 flasks alchemist's fire, 2 vials oil

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Abilities Str 10, Dex 18, Con 14, Int 13, Wis 10, Cha 12
SQ trap sense +1, trapfinding
Feats Two-Weapon Fighting, Weapon Finesse
Skills Climb +7, Decipher Script +5, Hide +11, Jump +7, Listen +7, Knowledge (history) +3, Knowledge (local) +5, Move Silently +11, Spot +7, Tumble +6, Use Rope +11
Possessions combat gear plus *+1 studded leather, +1 longbow* with 20 arrows, masterwork rapier, masterwork short sword, lantern, 100 ft. rope, locket with portrait of Arek and Mina

Brusk, Blink Dog CR 2

LG Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent, Listen +5, Spot +5
Languages Blink Dog

AC 16, touch 13, flat-footed 13; blink (as the spell)
hp 26 (4 HD)
Fort +4, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares), dimension door
Melee bite +4 (1d6)
Base Atk +4; **Grp** +4

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
Feats Iron Will, Run, Track^B
Skills Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4

With Brusk and Arek tracking, Dart spotting, and Mina running point in the shadows, this team is capable of quickly and stealthily following the trail of nearly any missing Wayfinder mission. They attempt to avoid combat, but when forced to fight, will stay at range and attack with their bows. If the opportunity presents itself, Mina attempts to flank with Brusk. The four are fiercely devoted to one another, and refuse to split up under any circumstances.

ADVENTURE IDEAS

—Using his wild shape ability, an Ashbound druid with a vendetta against the Wayfinder Foundation poses as a polar bear in the Foundation Museum's "Lord ir'Dayne in Frostfell" diorama. At night, he slips out of his polar bear shape and kills anyone he finds lurking in the headquarters after hours. The Foundation is in a panic, and hires the PCs to discover how its guards are being slaughtered each night.

—Imre Levalle offers the PCs an authentic treasure map leading to the Ruby Mosaic of Sora Kell. Assuming the PCs return successfully from the mission, he pays them an agreed-upon price for the ruby, then promptly substitutes a forgery for the Wayfinder Foundation's collection while he passes on the real gem to the Aurum. When the forgery is discovered, Imre points his finger at the PCs.

—Rumors of an albino swordtooth titan are circulating on the eastern Talenta Plains. Retired Wayfinder Elden Pharresne straps on his haversack and scabbard once more, intent on capturing the beast alive. He wants a seasoned band of adventurers to assist him and his daughter Pharra in their plan to bring the white dinosaur back to Sharn and feature it in an act at the nightclub he now runs.

—The Hainsleigh Expedition failed to return from Xen'drik last year. Though the Wayfinder Foundation claims to have sent a rescue team and found no trace of the expedition, the *Korranberg Chronicle* is not satisfied. The PCs are hired to cut into the jungle and uncover the true story of Harik Hainsleigh and his quest to find the Temple of Eight-Armed Dreams.

THE TWELVE'S ACQUISITIONS DIRECTORATE

"It pains me deeply to think of such treasures moldering in a grave somewhere. I find it—how should I say it?—insufficiently lucrative."

—Koleb d'Tharashk,
senior director, acquisitions

The Twelve, an arcane institution run by the dragonmarked houses, seeks magic treasures to study in its laboratories across Eberron—and it'll do nearly anything to get those treasures first.

Joining the Acquisitions Directorate

All members of the Acquisitions Directorate are members of dragonmarked houses—although in some cases the genealogical connection is tenuous. What the Twelve ultimately cares about is loyalty to the Houses. It runs background checks and conducts magical investigations to make sure that new members don't have strong allegiances to nations, secret societies, or other organizations that might come into conflict with the Twelve. Each new member must also be vouched for by a senior member of a dragonmarked house. The quality of the recruit reflects on that senior member; no one wants to sponsor an initiate who turns out to be incompetent, obnoxious, or a traitor.

The directorate is willing to train young members who show promise, so neither great skill nor power are needed right away. As long as prospective members display great ambition, loyalty to the dragonmarked houses, and a fascination with the magic of ancient civilizations, the Twelve will accept them into the Acquisitions Directorate.

Entry Requirements: Member of a dragonmarked house, ability to cast 1st-level spells or 2 ranks in Knowledge (arcana), Knowledge (dungeoneering), or Knowledge (geography).

Most members of the Twelve have at least a modicum of arcane spellcasting ability, and many are academic researchers who rarely leave their libraries and laboratories. In the acquisitions directorate, however, it's a different story.

The Twelve will go anywhere and do anything to get its hands on artifacts and other powerful magic, so they need agents who are combat experts capable of facing everything from angry natives to undead tomb guardians to Things That Should Not Be. The acquisitions directorate wants agents (such as bards and rogues) at home in cities across Khorvaire, as well as those good at reaching remote tombs and other stores of antiquities (barbarians, druids, and rangers). The acquisitions directorate has great appeal to wizards and sorcerers as well; they benefit the most from the Twelve's research, and they're most likely to seek ascension to leadership positions within the Twelve.

When you join the acquisitions directorate, you receive a few months' training in the basics of what the Twelve looks for when it's seeking arcane treasures. A group of recruits are generally given a relatively simple part of a larger mission, and more experienced members of the directorate keep an eye on you and your comrades. Only as you complete more missions successfully will you learn more about the inner workings of the Twelve, and by extension the political struggles among the dragonmarked houses.

Acquisitions Directorate Benefits

Independent explorers and those affiliated with the Wayfinder Foundation tend to be more individually capable and tenacious, but explorers associated with the Acquisitions Directorate have a key advantage: the resources of the twelve dragonmarked houses.

Economics: Wayfinders and independent explorers generally can keep or sell whatever they find on their journeys, but the Acquisitions Directorate has a right of first refusal on anything its members find during their explorations. In most cases, only a few items from a treasure hoard will interest the Directorate's scholars. If an expedition from the Directorate has the specific goal of "retrieve the Lost Scrolls of Saarik from the Q'Barran ziggurat," then most of the other treasures from the ziggurat are yours to keep. You're expected to let researchers from the Twelve examine whatever you bring back, and they can keep what they like.

The flip side to losing treasure is that the Twelve will buy art objects, magic items, and other goods you acquire while exploring for 65% of their market value, rather than the standard 50%. The Twelve then transfers those items to the dragonmarked houses, which use or sell them in turn.

The directorate provides other economic benefits as well. Members of the Acquisitions Directorate get free passage on the various conveyances of House Orien and House Lyrandar when they're undertaking a mission on behalf of the Twelve. Even when they're doing "independent research," they pay only 50% of the usual fare.

Gear: The Acquisitions Directorate provides expeditions into remote areas with a vast array of mundane logistical help, such as draft animals, porters, guides, and manual laborers for excavations. A wagon train of explorers from the directorate is well stocked with the basic tools of the explorer: rope, pitons, food, map parchment, and so on. Characters are responsible for unusual gear such as *bags of holding*, *chimes of opening*, and griffon mounts.

Services: Where the Acquisitions Directorate really shines is in the services it provides for its explorers. If your mission is important enough, you'll have some of the Twelve's most powerful arcanists available to help you with transport, divination, or other spellcasting needs. If you need armed guards to help you get through the Shadow Marches, House Deneith might supply mercenaries to guard your caravan. Through the Twelve, you're connected to each of the dragonmarked houses, and receiving anything from financial advice to a cavalry rescue is a matter of demonstrating to the relevant dragonmarked house that your expedition is a priority.

The Twelve doesn't rule the dragonmarked houses, of course, and interhouse rivalries sometimes make it hard for Acquisitions Directorate explorers to get the help they need. Getting services based on your status with the directorate isn't automatic—but it's a lot easier than it would be for an independent explorer.

Information: Through the Twelve, you have access to some of Khorvaire's finest arcane researchers. When you contact one of the Twelve's citadels, you can get access to a network of sages with Knowledge (arcana) +15 and Knowledge (any other category) +10. It takes two days to set up an appointment, and the sages will require research time for particularly complex queries. You can also get language translation with a one-day turnaround. Wizards working for the acquisitions directorate can get free access to one spell a week, paying only the cost for a scribe to transfer it to a personal spellbook.

Access: Only members of the Twelve get beyond the foyer of the Twelve's citadels, which combine the salient features of libraries, laboratories, noble manors, and fortresses. Not all citadels are open to members of the Acquisitions Directorate; there are some locations that are used for particularly dangerous research and are therefore off-limits, but the publically known citadels are always open to members of the Acquisitions Directorate.

Status: Joining the Acquisitions Directorate is a good way to achieve a measure of notoriety within the Twelve, but it isn't a traditional path to political or arcane power. Because members of the Acquisitions Directorate are away from the citadels most of the time, they aren't privy to many of the political machinations that set the leadership course for the Twelve. In addition, explorers are bringing items back for others to study, rather than doing the fundamental research themselves. Among the Twelve, it's more prestigious to translate the Lost Scrolls of Saarik than it is to find them in the first place.

Playing an Acquisitions Directorate Member

You are results-oriented and the product of a politically turbulent part of society. Accordingly, you take an "ends justify the means" attitude toward many of your expeditions. Accomplishing the expedition's goal is what matters, as long as you don't complicate matters for yourself, your house, or the Twelve in the process. If you have to leave a trail of orc bodies behind you as you reach a tomb in the Shadow Marches, so be it. As long as they aren't members of House Tharashk, no one important will care.

You have a degree of loyalty to the Acquisitions Directorate and the Twelve as a whole, but you aren't above playing power games with some individual members. As long as it's done subtly, there's nothing wrong with sabotaging the expedition of a rival explorer or embarrassing your superior, then taking her place.

Combat: Members of the Acquisitions Directorate avoid combat whenever possible—not because they're afraid, but because a prolonged combat rarely brings one closer to the goal of the expedition. You can be ruthless when you're eliminating a rival explorer or trying to frighten the natives. Throughout a battle, though, you're weighing the costs and benefits of continuing to fight.

Even if a fight is inevitable, you rarely take it personally, and you might try to cut a deal with your foes even as you attack them. Many a directorate member has struck a partnership over a crossed blade—and some of those partnerships last long enough to come to fruition rather than ending in a backstab or other recrimination.

Because the Twelve has the resources of the dragonmarked houses to fall back on, you'll often fight from behind rows of low-level minions. Your rank-and-file allies are expendable, but they damage your enemies through attrition and give you time to observe your enemies in action and prepare the perfect response to their likely tactics.

Advancement: Rising through the ranks of the Acquisitions Directorate requires a combination of competence at exploration and political acumen to keep rival power-seekers at bay. As you bring back treasures for the Twelve to study, you'll get more important assignments, a bigger say in expedition planning, and more resources at your disposal.

Eventually, however, you'll reach a point beyond which advancement is rare. Many explorers don't care about acquiring political power within the Twelve; they're too busy planning ever more ambitious expeditions. The acquisitions members who harbor political ambitions eventually transfer to one of the Twelve's other directorates, due to the difficulties of rising in the organization when you're halfway across the world most of the time. Other members of the directorate leave the Twelve entirely, if they have a chance to advance their standing in the dragonmarked house to which they belong.

Missions: Working in the Twelve's Acquisitions Directorate is a life of constant travel between the Twelve's citadels and the most remote places in Eberron. You're always planning an expedition, undertaking an expedition, or bringing your magic treasures back to the Twelve for study. The Acquisitions Directorate is scouring every tomb, ruin, and lost city its members can find, looking for the magical secrets of bygone ages. One month you might be trekking through the mountains of the Mror Holds in search of a haunted monastery that appears only when the moon is full. Next month, you're off to Xen'drik and tense negotiations with a drow tribe that has found an ancient giant burial ground.

Responsibilities: The Twelve is a patient, wealthy organization, so it doesn't mind if you take periodic breaks from directorate-sponsored expeditions to tend to your own affairs. Particularly if high-ranking members of your dragonmarked house request your services, the Twelve is willing to put you on "detached duty" for several months at a time.

The Twelve does frown on independent explorations, however—unless you find something particularly powerful and bring it back to the Twelve. (If you get results for the Twelve, you aren't being rebellious, you're showing initiative.)

The Acquisitions Directorate claims the right of first refusal even if it didn't sanction your expedition. Most explorers find that the directorate keeps them busy with enough interesting expeditions that they aren't tempted to undertake freelance exploration. If you do go off on your own adventures, consider how you can conceal your activities from your masters among the Twelve. It is not uncommon for agents of the Twelve to show up at an inconvenient time and start rooting through the treasure you've accumulated.

The Acquisitions Directorate in the World

"We were this close to translating the inscription on the giant mosaic. Then the Twelve showed up with a bunch of soldiers and collapsed the wall to reveal a thousand urns with magical sigils floating above them. They held us at spearpoint while they loaded all the urns onto one of House Lyrandar's elemental galleons. Bastards."

—Arin Faleart, Wayfinder Foundation explorer

The Acquisitions Directorate works well as a rival for PC explorers—or as a potential employer for PCs of a more mercenary bent. Because it has the backing of the dragonmarked houses, it also has resources that other adventurers lack. Its members' pragmatic ambi-

WAYFINDER FOUNDATION TRAVEL TIP
HOW TO SURVIVE A SACRIFICIAL RITUAL

The sahuagin of Shargon's Teeth, the Dragon Cult orcs of the Shadow Marches, the Carrion Tribes of the Demon Wastes, the Seren barbarians, and even the drow and debased giants of Xen'drik—all these practice living sacrifice. As a service to its readers, the *Rope and Piton* provides the following advice to those who find themselves trussed to the stake.

Feign conversion. Take a cue from the thunder guides and always know the language spoken in the area you are exploring. If captured, call out in this language as if visited by a holy spirit and shout the praises of whatever deity is relevant.

Generate distraction. If you are a mage with the ability to cast spells by word alone, conjure a monster in the middle of the congregation. If your animal companion escaped and is lurking at the amphitheater's perimeter, order it to howl. While the savages are focused elsewhere, make your escape.

Demonstrate unpalatability. Most sacrifice rituals demand a strong, pure victim. If you manifest signs of disease, madness, or any other trait that is anathema to the savages' culture, you might be spared a death on the altar.

See our "How to Survive Slavery in Darguun" guide if you find yourself sold instead.

tion infuriates those who explore for more altruistic reasons. In short, it's a recipe for jealousy and enmity when its members confront PCs who are exploring on their own.

Organization: Every dragonmarked house has a seat on the council that directs the affairs of the Twelve, but that council is more concerned with research and development of new spells and devices than with planning the expeditions that bring new mysteries into the Twelve's workshops. Leadership of the Acquisitions Directorate falls to senior director Koleb d'Tharashk (N male human ranger 1/wizard 9/dragonmark heir 1). As long as Koleb provides a steady stream of magic treasures for the Twelve to study, no one interferes with the expedition planning of his directorate.

Though he's an accomplished explorer in his own right, Koleb spends little time in the field anymore. When he's not helping his subordinates plan new expeditions, he's meeting with the Twelve's sages and researchers, fielding the specific requests that often spawn expeditions. A House Cannith researcher might say, "we need more of the warforged components you found last year in Xen'drik," and a House Thuranni agent could request "certain Khyber dragonshards that are a midnight blue streaked with pulsing white veins." Koleb will then plan expeditions accordingly.

Koleb has a large staff of "expedition directors" that handle most of the day-to-day details of the directorate. He also has an unobtrusive "silent partner" in the directorate: Glaurai d'Phiarlan (NE female elf rogue 7/dragonmark heir 3). Glaurai runs the part of the acquisitions directorate that most directorate members don't know about: a shadowy group known as the "Project Reclamation." Glaurai directs teams that acquire magic treasures from places other than ruins, crypts, and other remote locations. Specifically, Project Reclamation steals powerful magic items from national governments, private citizens, and anyone else who has them. Then Glaurai and Koleb turn the treasures over to the Twelve's researchers, who know better than to ask where they came from. Glaurai keeps tabs on the directorate's more traditional explorers as well, the better to occasionally recruit new members of Project Reclamation.

NPC Reactions

The Twelve is a prestigious organization, and NPCs tend react positively to PCs affiliated with it. For members of the acquisitions directorate, however, that positive reaction is tempered by the fact that Twelve is known as a college of arcane researchers, not a bunch of grimy explorers cutting their way through the jungles of Xen'drik. Accordingly, many of the directorate's explorers take pains to keep their tunics clean and openly display their House affiliation. If a directorate explorer can leave the machete and shovel work to hired laborers, so much the better.

NPCs who regularly deal with the Twelve or depend on one of the dragonmarked houses for their livelihood have a starting attitude of friendly toward members of the Acquisitions Directorate. Those who have an academic background in magic—ranks in Knowledge (arcana), in other words—have a starting attitude of friendly unless they're part of a group that has a rivalry with the Twelve.

While the Acquisitions Directorate has many rivals and enemies, three rivals merit special mention. Breland's Arcane Congress competes with the Twelve in everything from rare magic items to promising apprentices, so Congress members will have a starting attitude of unfriendly toward the Acquisitions Directorate. The Wayfinder Foundation is hostile toward Acquisitions Directorate explorers—the directorate has stolen countless discoveries from the grasp of the Wayfinder Foundation.

Finally, Baron Merrix's faction within House Cannith is suspicious of the Twelve and reluctant to share the House's discoveries with the other houses—particularly where warforged magic is concerned. Those affiliated with the Merrix faction have a starting attitude of unfriendly toward the Acquisitions Directorate, though they might cloak their true feelings behind a veneer of false friendship.

Acquisitions Directorate Lore

Characters with Knowledge (nobility and royalty) or Knowledge (arcana) can research the Acquisitions Directorate to learn more about it.

DC 15: It's the exploration arm of the Twelve, crisscrossing the world to find and study rare magic.

DC 20: It operates out of the Twelve's citadels, and is well funded because it has the dragonmarked houses behind it. It doesn't do any archeology or anthropology—it's strictly interested in discoveries with magic-research applications.

DC 30: Koleb d'Tharashk runs the Acquisitions Directorate from the Twelve's main citadel floating above Korth.

DC 35: There's a group within the Acquisitions Directorate that acquires powerful magic from places they aren't supposed to go, such as royal vaults and army fortresses.

The Acquisitions Directorate in the Game

The most common way to integrate the Acquisitions Directorate in an ongoing campaign is to make a directorate researcher into an ongoing rival for the PCs. By accident or design, a member of the Acquisitions Directorate winds up getting assignments that run counter to the PCs' plans. The characters will have to use their pluck, guile, and skill to match the Acquisitions Directorate's advantage in resources. If the PCs are trying to recover an artifact from under the noses of Argonessen's dragons, they might gain and lose it repeatedly to an explorer from the

Acquisitions Directorate—a rival explorer whom the PCs will love to hate.

The Acquisitions Directorate also makes a compelling patron, especially for characters affiliated with one of the dragonmarked houses and those who explore Eberron for less than idealistic reasons. Allow the PCs to take advantage of the hirelings, magical transportation, and other perks of joining the Acquisitions Directorate. Over time, introduce the costs associated with those advantages: intradirectorate rivalries, political machinations, and the feeling of being just a small cog in a vast economic enterprise.

Adaptation: It's easy to detach the Acquisitions Directorate from the Twelve—and if PCs with no possible connection to the dragonmarked houses intend to join, you may have to. The core concept behind the Acquisitions Directorate is straightforward: amoral explorers who plunder tombs for magic. Almost everyone in the world of Eberron wants to study rare magic, so you can make the Acquisitions Directorate into a branch of a national government, an independent "broker to archmages" organization, a cabal with the Aurum, or a front for a secret society bent on world domination by gathering specific artifacts.

Encounters: If you're going to use an Acquisitions Directorate explorer as an ongoing rival, it's important to give the NPC a good chance to survive and mess with the PCs' plans on another day. Before confronting the PCs, a directorate explorer always has an escape route planned. After all, even an artifact isn't more valuable than the explorer's own skin, and the directorate can always plot to get the item back later. The escape plan shouldn't necessarily be foolproof, but the directorate explorer certainly has the resources to come up with something good. She'll interpose minions in front of pursuing PCs, grab the rope ladder leading to a House Lyrandar airship, or use teleportation magic to disappear in a flash.

Shellek, Directorate Explorer

Shellek is one of the Acquisitions Directorate's Xen'drik specialists. She has infiltrated a tribe of drow, faced down the strange creatures native to the jungle continent, and braved the cyclopean temples of the ancient giants. She regards Xen'drik as her turf, and takes a patronizing attitude toward independent explorers and those from the Wayfinder Foundation.

For Shellek, exploring is all about bringing back the treasure—she could care less about anything else. She had no compunctions about slaughtering the drow tribe to keep them quiet or destroying much of the temple to get at the hidden vaults inside. Her lethal pragmatism is matched only by her pride in her own subtlety. Lately she has taken to shadowing Wayfinder Foundation expeditions, letting them face all the perils of exploration, then swooping in and taking what she wants while she holds the Wayfinders captive.

Note that, unlike most NPCs, Shellek has action points—and in fact some of her class features depend on them. At each new level she attains, Shellek gains action points equal to 8 + 1/2 her character level. When she spends an action point, she rolls d8 twice and takes the higher result. She'll use those action points to live to fight another day, naturally.

Shellek can use Disguise to hide among her minions, outrun her pursuers with her magic boots, flee invisibly, or use *dimension door* from a scroll to get away (although she'll probably have to spend an action point to succeed at the Use Magic Device check).

Shellek CR 8

Female changeling rogue 6/extreme explorer 2
NE Medium humanoid (shapechanger)
Action Points 5
Init +3; **Senses** Listen –1, Spot –1
Languages Common, Giant, Elven

AC 18, touch 14, flat-footed 15; uncanny dodge
Resist evasion
Fort +2, **Ref** +11, **Will** +1 (+3 against sleep or charm)

Speed 40 ft. (8 squares)
Melee *+1 rapier* +9 (1d6+2/18–20) or
Ranged mwk hand crossbow +9 (1d4/19–20 plus poison)
Base Atk +5; **Grp** +6
Atk Options poison (drow poison; DC 13; unconscious/2d4 hours unconscious), sneak attack +3d6
Combat Gear *Heward's handy haversack*, *scroll of dimension door* (Use Magic Device DC 27, 680 ft. range), *potion of invisibility* (CL 3rd), *potion of cure moderate wounds*
Abilities Str 12, Dex 16, Con 10, Int 16, Wis 8, Cha 14
SQ extreme hustle, minor change shape, trapfinding, trap sense +3
Feats Action Boost, Heroic Spirit, Weapon Finesse
Skills Balance +10, Bluff +15, Craft (poisonmaking) +5, Diplomacy +4, Disable Device +14, Disguise +12, Hide +12, Intimidate +15, Jump +17, Knowledge (dungeoneering) +7, Move Silently +12, Open Lock +12, Sense Motive +1, Sleight of Hand +6, Spot +6, Survival +8, Tumble +16, Use Magic Device +13
Possessions combat gear plus *+1 studded leather*, *+1 rapier*, masterwork hand crossbow with 10 bolts coated with drow poison, *boots of striding and springing*

PRESTIGE CLASSES

The three prestige classes proved here are designed for use by explorers who want to stand out from their peers. While they could be used in any campaign, they are especially well suited to an EBERRON campaign focusing on exploration.

Table 2–3, below, provides a brief characterization of each prestige class.

TABLE 2–3: NEW PRESTIGE CLASSES

Class	Description
Cataclysm mage	A seeker of mysteries that lay one age to rest and begin another.
Thunder guide	Multilingual daredevils who travel to the wildest places in Eberron.
Windwright captain	Dashing, hotshot pilots who control elemental vessels as though born to it.

CATACLYSM MAGE

"Four cataclysms ended four ages. What eldritch secrets were lost? And what sun will rise, a bucketful of blood, to wash away the Current Age?"

—Ordla-esth, cataclysm mage,
writing in *The T'gorn Variorum*

Cataclysm mages seek after Eberron's most powerful mysteries, long lost to the past. Storm giant cabals of the Eshtarn Empire tearing lightning from the sky against the advancing tide of quori, the last Dhakaani emperor to sound Ghaal'duur the Mighty Dirge against the flesh-shapers of Xoriat, the couatls who sang down the walls of Ashtakala even as they were lost in the whirlpool of their own magic—within the destructive ends of all these ages are the secrets sought out by the cataclysm mage. Likewise do many seek to delve into the more contemporary cataclysm that shattered the draconic Prophecy and created the world, but that secret is one that the dragons of Argonnessen will go to almost any lengths to keep.

BECOMING A CATACLYSM MAGE

Misunderstood by the common races and persecuted by the dragons, cataclysm mages are uncommon among even the most erudite circles. Intense arcane study and an obsession with ancient history, lost empires, and the Prophecy are the keys to becoming a cataclysm mage. Though wizards are the most likely characters to choose this prestige class, sorcerers are also known to enter the dangerous waters of cataclysm research. Bards, given their predilection for exploration and history, make passable cataclysm mages, provided they have the focus for the necessary years of single-minded study.

ENTRY REQUIREMENTS

Skills: Knowledge (history) 8 ranks, Knowledge (the planes) 8 ranks.

Spells or Spell-Like Abilities: Ability to cast 3rd-level arcane spells.

Special: Character must have received a vision, such as those from the following: a dusk hag[1], the Pond of Shadows in the Shadow Marches[1], or a demon glass oracle[2].

[1] See the EBERRON *Campaign Setting.*

[2] See page 112.

CLASS FEATURES

Cataclysm mages study the titanic magic of past civilizations. As they grow in power, they gradually uncover the secrets of each past age and its cataclysm: the Age of Monsters, the Age of Giants, and the Age of Demons, in that order. No cataclysm mage has yet progressed to study the end of the Age of Dragons, and it is said that the dragons of Argonnessen mark those who attempt it for swift and brutal extermination.

Spellcasting: At every level except 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a cataclysm mage, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Dhakaani Secret (Ex): The Dhakaani were powerful artificers of arms and armor. When you create magic weapons with the Craft Magic Arms and Armor feat, you can imbue the weapon with one of the following special abilities at no experience point cost: bane, keen, mighty cleaving, thundering, or vicious. When you create magic armor or shields with the Craft Magic Arms and Armor feat, you can imbue the armor or shield with one of the following special abilities at no experience point cost: arrow catching, bashing, blinding, light fortification, shadow, or silent moves. You still pay the experience point cost for the weapon, armor, or shield's other abilities as normal, and the gold piece cost of creating the item is unchanged.

Personal Prophecy: At 1st level and every three levels thereafter, a cataclysm mage receives and creates a personal prophecy. After he fulfills his prophecy, fate smiles on him; his next four action points spent use d8s rather than d6s.

At the Dungeon Master's option, you might not be allowed to progress past the next cataclysm level until you have fulfilled your personal prophecy. For example, a 1st-level cataclysm mage who receives a prophecy that she will become blood sister to a Seren barbarian would not be allowed to advance to 4th level (the next level at which she receives a personal prophecy) until her 1st-level prophecy has been fulfilled. Only cataclysm mages can benefit from a personal prophecy; if the last level you gained was in another class, you cannot earn or use the benefits of a personal prophecy until you take another level of cataclysm mage.

To determine your prophecy, roll on the following table. A personal prophecy cannot be repeated; if you obtain a duplicate result at a later level, roll again. DMs may substitute their own ideas for the prophecies listed below as desired.

TABLE 2–4: THE CATACLYSM MAGE HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Dhakaani secret, personal prophecy	—
2nd	+1	+0	+0	+3	Xoriat secret	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Cataclysm of flesh	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Cor'dran secret, personal prophecy	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Dal Quor secret	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Cataclysm of dreams	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Ashtakalan secret, personal prophecy	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Haka'torvhak secret	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Cataclysm of silver	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Dragonmark secret	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (arcana), Knowledge (history), Knowledge (the planes), Profession, Spellcraft.

d12	Prophecy
1	Speak with a giant who never dreams
2	Die
3	Journey to Khyber and return with the head of a tentacled beast
4	Sleep in the bed of a demon
5	Become blood brother or sister to a Seren barbarian
6	Be of two spirits in one body
7	Swim across a lake of fire
8	Drink water from the mouth of a serpent
9	Be swallowed whole
10	Walk four days and four nights in the Mournland
11	Hold a dragon in your hand
12	Defeat your twin, as from a *mirror of opposition,* in single combat; twin is immediately conjured

Xoriat Secret (Ex): At the end of the Age of Monsters, Xoriat became coterminous with Eberron and released madness and chaos upon the world. From 2nd level on, your study of this cataclysm grants you immunity to *confusion* and insanity effects.

Cataclysm of Flesh (Sp): At 3rd level, you complete your study of the daelkyr-Dhakaani conflict, gaining the ability to tear a hole in the fabric of the planes and let the madness of Xoriat corrupt all it touches.

This ability has a range of 25 feet + 5 feet per class level, and a duration of 1 round per class level. All creatures within a 20-foot radius of the affect's center must succeed on a Reflex save (DC 14 + your Int modifier) or be touched by the lemon rains and mindless star-worms of the Realm of Madness, forced to endure as their own flesh melts away and rains upward to patter on the ceiling as they deliquesce.

An affected creature cannot hold or use any item (including clothing, armor, magic items, and so on). It can ooze forward with gelatinous pseudopods at a speed of 10 feet. If it normally has movement modes other than land speed, those modes are reduced by 30 feet (with a speed of 0 or less meaning that the creature has lost that movement mode until it regains its normal form).

Pain also wracks the stressed nerves of the victim. To cast a spell or use a spell-like ability while in this oozelike form, a creature must succeed on a Concentration check (DC 25 + spell level) or have the spell or spell-like ability wasted. (In addition, because of its inability to hold objects, an affected creature cannot cast spells that require material components.) The amorphous wretch can still attack with natural weapons, but it does so at a –4 penalty on attack rolls and with a 50% miss chance because its eyes have transmuted into spongy yolks. The victim regains its normal form when the effect ends.

Cor'dran Secret (Ex): At 4th level, you commence your study of the Age of Giants with the Cor'dran Empire, one of the mightiest to rule over Xen'drik before the quori invasion. From it, you learn the secrets of schemas, docents, and constructs. Once per day, you can maximize one *repair damage* spell you cast (as if under the effect of the Maximize Spell feat) without affecting the level of the spell or its casting time.

Dal Quor Secret (Ex): The invasion of Xen'drik toppled the civilization of the giants, and from your study of the quori, you unlock the secrets of the mind. Starting at 5th level, you gain a +2 resistance bonus on any saving throw made to resist a psionic effect or psi-like ability.

Cataclysm of Dreams (Sp): Your study of the giant-quori doomsday war culminates at 6th level in a mastery of the physical and psychic destruction that drove that cataclysm. Once per day, you can cause earth and dreams alike to quake under your power. All those standing on the ground within a 20-foot radius around you must succeed on a DC 20 Balance check or fall prone. Any structures within the area take 75 points of damage (generally enough to collapse wooden buildings and walls, but not masonry or stone structures). Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. See Chapter 3: Adventures in the *Dungeon Master's Guide* for hit point information for dungeon and city walls, doors, and fortifications.

At the same time, you stir nightmares in the minds of intelligent creatures within 20 feet, causing them to see fearsome, ghostly tsucora quori (see page 296 of the *EBERRON Campaign Setting*) rise howling from fissures rent in the earth. Those who fail a Will save (DC 16 + your Int modifier) are panicked. Creatures who succeed on their save are shaken.

Both effects last for 1d4 rounds. The nightmare (but not the earth tremors) is a mind-affecting fear effect.

Ashtakalan Secret (Ex): Your study of the Age of Demons begins at 7th level with the demonic city of Ashtakala, granting you knowledge of the secrets of demonic seduction and deception. Add +1 to the DC for all saving throws against enchantment (charm) spells you cast. This bonus stacks with any similar bonus, such as from Spell Focus.

Haka'torvhak Secret (Ex): From your study of this ancient demon citadel and battleground, you learn secrets of the fiends who defiled this land eons ago. From 8th level on, you gain a +2 insight bonus on caster level checks made to overcome a demon's spell resistance (including checks made when a bound demon attempts to break free from one of your *magic circles*, as might happen after you cast a *planar binding* spell).

Cataclysm of Silver (Sp): Like a river of argent, the couatls ringed Ashtakala and sang down its walls, willingly losing themselves in the eldritch whirlpool that flooded the city with silver flame. At 9th level, you learn from them the purity of silver and the power of self-sacrifice.

Once per day, you can generate a flood of silver flame, creating a river of holy fire 20 feet wide and 20 feet high that sweeps you along at its head. You move at a speed of 40 feet per round, with the path that you and the river move along burning for the duration of the ability. The silver flame deals damage equal to 1d6 points + your catalyst mage level each round to any creature in the area. Half the damage is fire damage and half is positive energy damage. Buildings and objects do not halve the damage they take from the *cataclysm of silver* as they do from most energy sources. The river continues to flow for up to 1 round per class level, or until dismissed.

While guiding the river of silver flame, you can take no other actions. If you stop guiding the river by taking any other action on your turn, the effect ends immediately. Creatures can only be affected by the silver river once per round; if you lead the river back upon itself and overlap with your previous course in a subsequent found, affected creatures in the area of overlap take damage as normal. While this ability is active, you are immune to damage not only from your own *cataclysm of silver,* but from that of any other cataclysm mage. Your movement at the head of the river of silver flame provokes attacks of opportunity as normal.

Dragonmark Secret (Ex): When you reach 10th level, your study of the Age of Dragons and arcane magic has yielded great knowledge at a terrible risk. At the beginning of each day, you can choose to manifest one least, lesser, or greater dragonmark and for an entire day. You gain the use of the spell-like ability associated with the mark you manifest. If you already have a dragonmark, you do not gain the ability to manifest two dragonmarks at once; instead, you gain the ability to change your dragonmark at the beginning of each day.

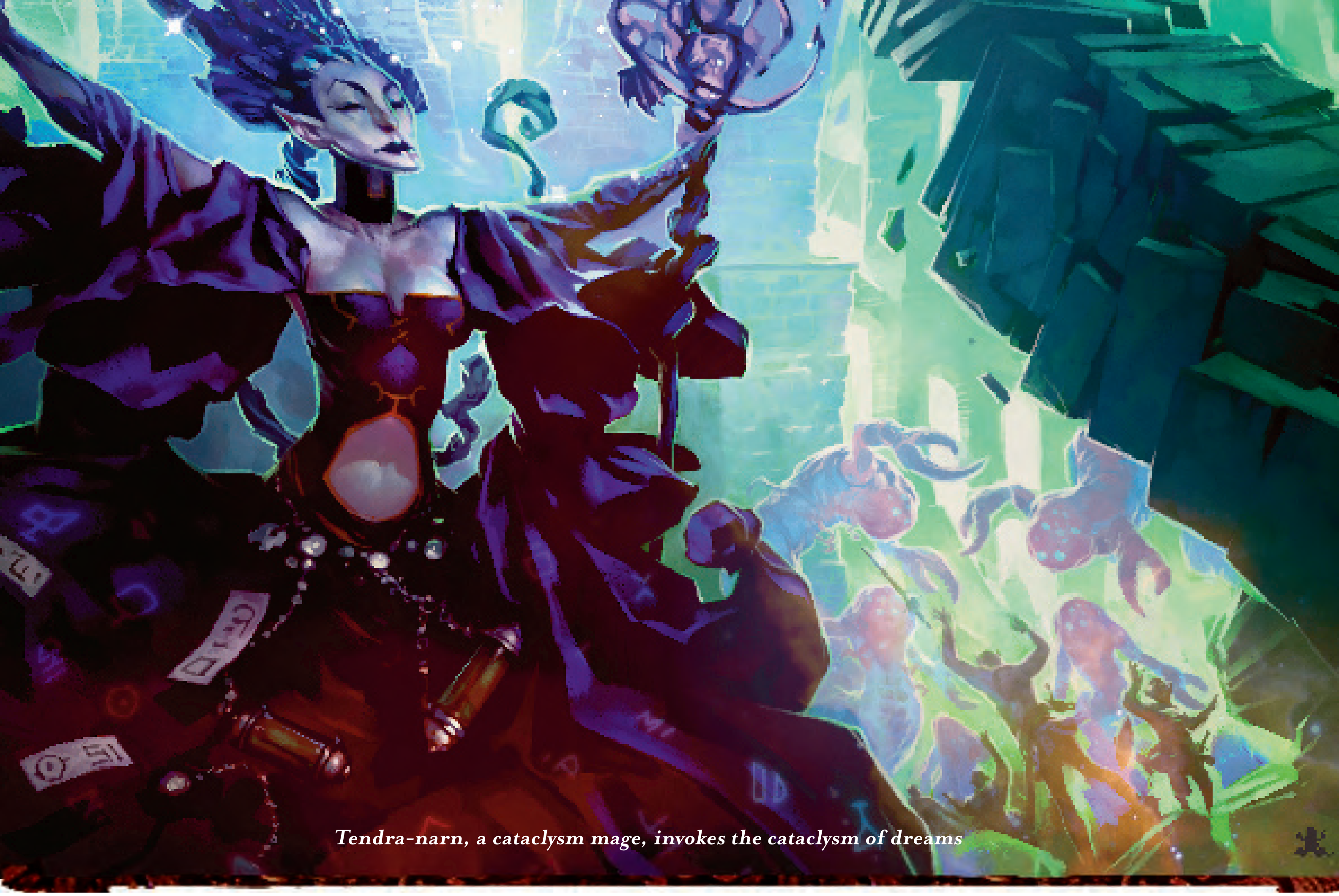
As powerful as this ability is, it carries with it great risk. Many dragons already resent that the dragonmarks appear on lesser races, yet take solace in the fact that they alone (as far as they are concerned) can interpret the infinitely complex meanings of these marks and their impact on the great Prophecy. The dragons put great store in the number and location of every individual dragonmark. A cataclysm mage who masters the dragonmark secret can throw their many-faceted calculations into chaos at the slightest whim. To protect both the Prophecy and the fabric of fate itself, the dragons decree that those who carry the dragonmark secret must die swiftly and with no hope of resurrection.

PLAYING A CATACLYSM MAGE

You are obsessed with the past and haunted by visions of the future. One of the first cataclysm mages, Nestanridh, observed that only by seeking the truth of past cataclysms could those of the future be avoided. You seek the lost power of giants and demons, either hoping to prevent the Current Age from befalling their fates or to save yourself when the inevitable doomsday dawns. The civilized lands of Khorvaire hold little interest for you. You seek the secrets of the ages in the giant ruins of Xen'drik, the glass towers of the Demon Wastes, and Argonnessen's glittering caves.

Among cataclysm mages, there is little actual organization and even fewer ranks. The exceptions are the Masters of Argent, the name given to the most powerful cataclysm magi upon mastery of the *cataclysm of silver*. They are considered the de facto leaders of the sect, and direct the general research efforts for the mages as a whole.

There is an annual convocation of cataclysm mages, but the site of this occult gathering varies. Recent locations have included Zaenya's Well in Aerenal, Adar in Sarlona, and the ossuary under Stormreach. The locations are always in the proximity of a site with a long, mysterious history rife with struggle. The Masters of Argent choose the location. Constant rumors circulate of the Masters' intent to someday call a convocation in Argonnessen—there to meet with agents of the Chamber and begin formal study of the Age of Dragons.



Tendra-narn, a cataclysm mage, invokes the cataclysm of dreams

Combat

You are a bit sturdier than the average arcane caster, but your role in combat is still typically to stay off the front lines and decimate your foes with spells. Because of your personal prophecies, though, you likely have a slightly higher tolerance for peril than most wizards or sorcerers.

After you have fulfilled a personal prophecy, you can expect to receive better-than-average results on your next few action point rolls, whether on saving throws when caught by the spells of others, or on Concentration checks made to cast your own spells in the thick of battle. You might consider taking the Action Boost feat to maximize the potential of your personal prophecies even more. Also keep in mind that you can use action points to add to your caster level checks made to overcome spell resistance, helping you offset the loss of a caster level when you take up this class.

As you progress, learn to use your cataclysm spell-like abilities to devastating effect. *Cataclysm of flesh* is particularly effective both against spellcasters and creatures with spell-like abilities (imposing a high Concentration check DC), and against melee combat specialists (making their weapons useless and penalizing natural attacks). *Cataclysm of dreams,* requiring both a Balance check and a Will save, is effective against a wide range of creatures and classes. *Cataclysm of silver* can be effective against large numbers of foes, but take care to cast defensive spells (or have healing on hand) before using it, for it forces you to take an exposed position and forgo any other attacks.

Advancement

Characters enter this prestige class after receiving a vision of the violent past or the potentially horrific future. Many visions are prompted by the study of forbidden texts such as the *T'gorn Variorum*, the *Ven'r Fah'lrrg,* and the collected pottery shards known as the *Canopic Colossiad.* Other sources of the occult visions that drive young casters to become cataclysm mages include the the Pond of Shadows and shards of glass from demon-haunted citadels.

After entering the class, it is tradition that you take a new name. This action represents your own personal cataclysm—a breaking with your old life as you immerse yourself in the intense rigors of your new studies. Many cataclysm mages take names that are similar to the names of ancient couatls (Bindra-sheth, Shant-tenh, Tacan-topl, or Buthe-grenn, for example) or the names of dragons (such as Vvaraak, Tyrass, or Rhashaak).

Once you prove your worth by mastering the secrets of the ancient Dhakaani, you are contacted by a cataclysm mage (possibly a Master of Argent) and introduced to other cataclysm mages. The masters teach you the history of the order and how the dragons persecute your fellows and limit their studies. This is also the time that you learn of the Prophecy of Ordla-esth, who foresaw that, in a cataclysm to come, there would come one who would rise to become Master of Dragons.

Resources

After joining the order, you typically work independently of your colleagues. Each cataclysm mage must pursue his or her personal prophecy, and there has never been a record of a shared prophecy occuring.

At the annual convocations, you can ask up to ten of your fellows for support in research. The other mages use their Knowledge skills and the aid another action to grant you a bonus on your Knowledge check equal to +2 per mage assisting you. This is a powerful tool, and much research is accomplished during the convocation.

CATACLYSM MAGES IN THE WORLD

Cataclysm mages live in the ruins of the past and the shadows of the future, paying the vagaries of the present little mind. Preoccupied with ancient knowledge, they fit perfectly into a campaign that features tomb-raiding and dungeon-crawling. Devoted to prophecies of the future, the cataclysm mage spends a good deal of time seeking to fulfill his personal prophecy, providing a natural reason for him to go exploring and to seek out the dangerous corners of the world.

Organization

The far-flung hierarchy of the cataclysm mages is loosely organized along lines of personal power. The Masters of Argent are in constant communication through *sending* spells, and they set the agenda for the order. It is not a strict agenda, though, for each master is focused on his or her personal goals as well as those of the society. For many high-level cataclysm mages, the main goal is simple survival, since an unusually high number of their fellows have been killed by foes more powerful than they were thought to be, or by freak natural accidents. Most suspect the dragons of engineering these "accidents," but despite the threat of assassinations ordered to protect the dragons' secrets, most cataclysm mages are too obsessed with their studies to abandon them for a safer profession.

The daily life of a cataclysm mage centers on his quest to fulfill a personal prophecy and his studies of the doomed civilizations of past ages—the Dhakaani, the giants, the demons, and the couatls. Because his personal prophecies often take him far into the field, a cataclysm mage typically maintains strong ties to adventuring groups. Airship pilots, thunder guides, and extreme explorers are all valuable contacts for a cataclysm mage, allowing him to travel wherever his prophecies take him, with his books safely secured in his haversack and the road stretching before him.

During the most recent convocation at Zaenya's Well on Aerenal, whispers told of a group of cataclysm mages who were eager not only to study the cataclysms of the past, but to bring on the cataclysm that will end the Current Age. Members of this Flooding Dawn movement, as it is called, are said to believe that the Last War heralds a new age just as did the daelkyr-Gatekeeper war and the giant-quori war. What happened to Cyre, it is whispered, will happen to all. Virtually no one openly claims to be a member of the Flooding Dawn, though, and the conventional wisdom is that the Last War and the Day of Mourning are not linked to any coming cataclysm. After all, the elves and dragons have fought brief but vicious arcane wars on and off for centuries without heralding any imminent apocalypse.

NPC Reactions

Most citizens of the Five Nations are only dimly aware of the existence of the cataclysm mages. Those who have knowledge of the order tend to look on it with a great deal of suspicion. Decades of subtle dragon propaganda have seeded the universities and arcane colleges with doubts, questions, and fear concerning the mages' activities. Focused as always on the past and the future to the neglect of the present, the Masters of Argent have failed to mount an effective campaign to counter this slander.

Beyond the Five Nations, virtually the only two groups aware of the order's existence and purpose have histories that go back to the previous ages—the drow of Xen'drik and the elves of Aerenal. While the Sibling Kings and the Undying Court take no action against the cataclysm mages (some say they welcome anything that irks the dragons), the drow utterly despise the order. Just as they hate the giants for enslaving their race and shattering their lands, they view the cataclysm mages as successors to the giants and pretenders to the storm thrones of Cor'dran and Eshtarn. The drow reaction to a known cataclysm mage borders on frenzied bloodlust, and they attempt to kill members of the order as quickly and ruthlessly as possible.

CATACLYSM MAGE LORE

Characters with Knowledge (arcana) or the bardic knowledge ability can research the cataclysm mages to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 15: A cataclysm mage is a powerful wizard who devours history books like a starving man gobbles bread. They often investigate places of ancient power, such as giant ruins, Gatekeeper psalm birches, and drow obelisks.

DC 20: The cataclysm mages seek to recover the magic of the world's ancient civilizations—the giants, the demons, even the couatls.

DC 25: The Master of Argent is the most powerful cataclysm mage. He has mastered at least some of the magic used by the couatls to defeat the demons.

DC 35: The dragons of Argonnessen prevent the cataclysm mages from studying the Age of Dragons and the cataclysm that gave rise to the Age of Demons. They also thwart any attempts to learn of the dragon-slaves kept by demons in their age, the war of the dragons against the demons, and the alliance of the dragons with the couatls. The most powerful cataclysm mages, however, have gleaned some secrets concerning the demons and the couatls, if not the mighty dragons themselves.

CATACLYSM MAGES IN THE GAME

A cataclysm mage can take one of many roles in a campaign—a visionary who hires the PCs to accompany him on a quest to stave off a coterminous reunion with Xoriat, a crazed lunatic whose personal prophecy dictates that he immerse one of the PCs in a pit of a thousand lemures, or a lonely old woman who believes that with the PCs' help she can rescue a couatl trapped in Ashtakala. The class's prophetic qualities allow almost any plot hook to be introduced as the vision of a cataclysm mage.

Prophecies are also the key to keeping a character advancing in the class, and both player and DM should work hard to make the cataclysm mage PC's personal prophecy fit within the overall story arc of the campaign. No one will be happy if the adventuring company has to suddenly drop its pursuit of Rendark Flamefoot, scourge of the Blade Desert, to hop a ship to Seren so that the cataclysm mage can seek out a barbarian, fulfill his prophecy, and gain his next level. Instead, combine the two goals. Perhaps Rendark fled to Seren, and the PCs can pursue him there; or perhaps Rendark is still in the desert but long ago purchased a Seren slave from Darguul pirates.

Alter the prophecy table to suit the story needs of the game, though take care not to make the prophecies too obscure or difficult. They are a feature of the class and meant to be fulfilled in a reasonable time frame, and a cataclysm mage character frustrated in an honest attempt to fulfill his prophecy will likely make for an unhappy player.

Adaptation

For campaigns in which dragons take a more active role, a conflict could be staged between conservative dragons and certain agents of the Chamber who support the cataclysm mages' quest to study the Age of Dragons. Keeping the dragons completely removed from the campaign is equally easy—simply declare that there is no 10th level of the class, for the world was fundamentally different before the Age of Demons. The dragons do not prevent the cataclysm mages from studying this age; it simply holds nothing of benefit for them.

Encounters

Most encounters with a cataclysm mage will tend to be as mysterious as the order itself.

EL 8: Vaalissek, a cataclysm mage who was started life with the name Velisse Trangere, has received a personal prophecy: force a demon to reveal its true face. However, thanks to clever innuendo from a Chamber agent who wishes to see the cataclysm mage destroy herself (or from a recurring villain who wishes the PCs to be destroyed), Velisse believes that one of the PCs or their followers is actually a rakshasa.

Vaalissek cries out, "Cease your dissembling, fiend!" as she threatens to assault the PCs with evocation spells from across a gap between towers in Sharn. Her improved pseudodragon familiar flies invisibly across the gap to deliver touch spells; after it becomes visible, any player making a DC 10 Spot check notices the tiny beast. Those who know that pseudodragons are good creatures are then likely to attempt to parley with Vaalissek.

A DC 25 Diplomacy check moves her attitude from unfriendly to indifferent, at which time she calls off her attack, takes stock of the situation, and probably ends up asking the PCs for aid in tracking down the treacherous Chamber agent.

VAALISSEK CR 8

Female human wizard 5/cataclysm mage 3
NG Medium humanoid
Init +2; **Senses** Listen –1, Spot –1
Languages Common, Draconic, Dwarven, Elven, Gnome, empathic link

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AC 22, touch 13, flat-footed 19
hp 59 (8 HD)
Immune *confusion*, insanity
Fort +5, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares)
Melee dagger +2 (1d4/19–20) or
Ranged light crossbow +5 (1d8/19–20)
Base Atk +3; **Grp** +2
Special Actions *cataclysm of flesh* (DC 18, see page 59)
Combat Gear *wand of invisibility, wand of web* (DC 16)
Wizard Spells Prepared (CL 7th; 1d20+9 to overcome SR):
4th—*dimension door* (DC 18), *ice storm*
3rd—*fireball* (2) (DC 17), empowered *magic missile*
2nd—*bear's endurance*†, *false life*†, *glitterdust* (DC 16), *scorching ray* (+5 ranged touch)
1st—*grease* (DC 15), *mage armor*†, *magic missile*, *protection from evil* (DC 15), *shield*†
0—*acid splash, daze* (DC 14), *detect magic, message*
† Already cast

Abilities Str 8, Dex 15, Con 12, Int 18, Wis 8, Cha 14
SQ familiar, Dhakaani secret, personal prophecy, share spells, Xoriat secret
Feats Alertness^{B} (if familiar within 5 ft.), Craft Magic Arms and Armor, Empower Spell, Improved Familiar, Iron Will, Scribe Scroll^{B}, Spell Penetration
Skills Concentration +12, Craft (calligraphy) +9, Craft (sculpting) +10, Decipher Script +14, Knowledge (arcana) +15, Knowledge (geography) +8, Knowledge (history) +15, Knowledge (the planes) +12, Spellcraft +11

Possessions combat gear plus dagger, light crossbow with 20 bolts, *ring of protection +1, amulet of natural armor +1, cloak of resistance +2*

Spellbook spells prepared plus 0—all; 2nd—*web*; 3rd—*dispel magic*, *fly*, *slow*; 4th—*greater invisibility*, *wall of ice*

PSEUDODRAGON FAMILIAR **CR —**

NG Tiny dragon

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, Listen +9, Spot +9

Languages empathic link, speak with master, telepathy 60 ft. (Common or Sylvan)

AC 22, touch 14, flat-footed 20

hp 15 (8 HD)

Immune sleep, paralysis

Resist improved evasion; **SR** 19

Fort +4, **Ref** +5, **Will** +9

Speed 15 ft. (3 squares), fly 60 ft. (good)

Melee sting +5 (1d3–2 plus poison) and bite +0 (1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

Base Atk +3; **Grp** –7

Atk Options deliver touch spells, poison (DC 14, sleep 1 minute/sleep 1d3 hours)

Abilities Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10

SQ deliver touch spells

Feats Alertness, Weapon Finesse^{B}

Skills Concentration +12, Craft (calligraphy) +5, Craft (sculpting) +6, Decipher Script +10, Diplomacy +2, Hide +20 (+24 in forest or overgrown areas), Knowledge (arcana) +11, Knowledge (geography) +4, Knowledge (history) +11, Knowledge (the planes) +8, Listen +9, Search +6, Sense Motive +7, Spellcraft +11, Spot +9, Survival +1 (+3 following tracks)

THUNDER GUIDE

"The last sounds I heard from the rest of the expedition were screams and the whirring of a hundred drow boomerangs as I tackled the princess and dove over the waterfall."

—Garret Halstrom, thunder guide for the ir'Clarn Expedition of 996 YK

Bodyguards to nobles on safari, shepherds to spelunking university professors, and the real-life heroes of chronicle serials across Khorvaire, thunder guides provide the strong blades, keen senses, and local knowledge necessary to survive a trip across the Thunder Sea. In the course of his career, a thunder guide might learn the secrets of a jungle ambush from the drow in Xen'drik, pearl diving from the sahuagin of Shargon's Teeth, necromancy from the elves in Aerenal, and even obscure secrets of the dragons from Chamber agents in Argonnessen.

The Wayfinder Foundation never launches an expedition to the Thunder Sea or any land bordering it without having several thunder guides among its company. Glib enough to bargain with a malenti trader and resourceful enough to deal with the malenti's trident-wielding guards if the deal goes sour, a thunder guide lives by sword and wit in equal measure.

BECOMING A THUNDER GUIDE

Many Sharn street urchins read the sooty, torn pages of the chronicles that sift down to their alleys and dream of becoming thunder guides. Acquiring the necessary expertise is never easy, though. Rangers often enter the class because of their natural proclivity for martial prowess and exploration. Bards with a powerful sword arm also find themselves well suited to work as thunder guides, and some clerics of Kol Korran find that their god is best served by promoting exploration and commerce throughout the Thunder Sea region. Many successful thunder guides are accomplished fighters who have a good deal of personal magnetism and a knack for dealing with the natives.

ENTRY REQUIREMENTS

Base Attack Bonus: +4.

Skills: Diplomacy (3 ranks).

Special: Must have adventured in at least two of the following areas: Aerenal, Argonnessen, Seren, Shargon's Teeth, the Thunder Sea, Xen'drik.

Special: Must speak at least one of the following languages: Aquan, Argon, Elven, Draconic, Drow, Giant, Sahuagin.

TABLE 2–5: THE THUNDER GUIDE
HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Speak language
2nd	+1	+3	+0	+0	Thunder lore
3rd	+2	+3	+1	+1	Native ties
4th	+3	+4	+1	+1	Speak language, thunder lore
5th	+3	+4	+1	+1	Lionized in the press
6th	+4	+5	+2	+2	Native ties, rescue artist, thunder lore
7th	+5	+5	+2	+2	Speak language
8th	+6	+6	+2	+2	Serial hero, thunder lore
9th	+6	+6	+3	+3	Native ties
10th	+7	+7	+3	+3	Society peer, speak language, thunder lore

Class Skills (4 + Int modifier per level): Bluff, Climb, Craft, Decipher Script, Diplomacy, Gather Information, Intimidate, Jump, Knowledge (geography), Knowledge (local), Profession, Ride, Sense Motive, Speak Language, Spot, Survival, Swim.

CLASS FEATURES

As a thunder guide advances in level, he learns the secrets of swordplay and commerce in, under, and around the Thunder Sea—from Sharn and Shargon's Teeth in the west to Argonnessen and the southern tip of Seren in the east. His skills and daring exploits make him a popular figure in civilized Khorvaire.

Speak Language: At 1st level and at every third level thereafter, you learn to speak a new language from the following list: Aquan, Argon, Celestial, Elven, Draconic, Drow, Giant, Sahuagin, Undercommon.

Thunder Lore: At every even-numbered class level, you learn a secret from your contacts among the civilizations of the Thunder Sea. You can pick one ability from the following list.

Aereni Crystalmancy (Sp): With an Irian crystal as a focus, you can use *false life* (as the spell, page 229 of the *Player's Handbook*) once per day as a spell-like ability (CL 3rd). There is a 15% chance that the crystal shatters when using this ability.

Breath of Shargon (Ex): You can hold your breath for 1 minute per point of Constitution. After this period of time, you must make Constitution checks normally to continue holding your breath (see Water Dangers, page 304 of the *Dungeon Master's Guide*).

Dragonsong (Ex): Once only (and even then but far away), you have heard the dragons wake the hills of Argonnessen with song. Having been witness to the tragic glory of dragonsong, you are immune to the charms of lesser songs (the captivating song of harpies, the *fascinate* and *suggestion* spell-like abilities of a bard, and so on). As well, you gain a +4 insight bonus on saving throws made to resist any other charm effect.

Eye of the Chamber (Ex): The draconic agents of the Chamber have taught you insight in combat. When you study one opponent as a standard action, you gain a +1 bonus on attack rolls against that opponent. If you go an hour without attacking the opponent, you lose the bonus, and must study that opponent again as a standard action in order to regain it.

Ghost of Xen'drik: In any jungle environment, you gain a +4 competence bonus on Hide, Move Silently, and Survival checks.

Malenti Pearl Trick (Sp): With a pearl of at least 100 gp value as a focus, you can use *charm person* as a spell-like ability once per day (CL 3rd).

Pandin Temn (Ex): You have trained at the side of drow to become a *pandin temn*, a scourge of giants. You gain a +1 dodge bonus to Armor Class and a +1 bonus on attack rolls when fighting any creature that is Large or larger.

Savage of the Mists (Sp): Inspired by the high cloud forests of coastal Xen'drik, you can use *obscuring mist* once per day as a spell-like ability (CL 3rd). As well, when fighting in any mist or fog thick enough to grant concealment, you gain a +2 bonus on weapon damage rolls.

Savage of the Storm (Su): From the storm giant degenerates of deep Xen'drik, you have learned the secrets of brutality. Once per day, you can gain a +2 bonus to Strength for 1 minute. Activating this ability is a full-round action that provokes attacks of opportunity.

Seren Hide (Ex): Your skin becomes rough like the hide of the Seren jungle beasts. You gain a +1 natural armor bonus.

Vicious Barbarism (Ex): The cruelty of the Seren barbarians informs your fighting. Any time one of your melee attacks reduces an opponent to less than 1 hit point per Hit Die she possesses, you instinctively go for the kill. Roll 1d4 +1 per three thunder guide levels. If this result exceeds the target's remaining hit points, the target takes that much extra damage.

Xen'drik Boomerang Expert: You gain the Exotic Weapon Proficiency (Xen'drik boomerang) feat. As well, when you throw a Xen'drik boomerang, its range increment increases to 30 feet and you never fail your attack roll to catch a returning Xen'drik boomerang.

Native Ties: At 3rd level and every three levels thereafter, you bond with the natives of a particular region whose language you speak. Each time you gain this ability, you choose a new culture and gain a +2 competence bonus on Diplomacy, Gather Information, and Sense Motive checks made with members of that culture. In addition, you gain a culture-specific benefit as follows.

Drow of Xen'drik: You forge ties with a family of drow living within 50 miles of the Thunder Sea coast (you designate your drow family's specific location). When you visit, your adoptive dark elf brothers furnish you with up to two of any of the following: vials of antitoxin, glyphbooks, flasks of acidic fire, Mabar crystals, and noxious smokesticks. If you make a DC 15 Diplomacy check, you can also have any one of the following spells cast for you: *dispel magic, remove curse,* or *remove disease* (all CL 5th). Other spells might be available at the DM's discretion.

Elves of Pylas Talaear: Syraen Melideth, governor of Pylas Talaear, knows of you and welcomes the commerce you bring to the city. You are afforded free accommodation in the elven port, and the governor subsidizes half the cost of any House Lyrandar airship or galleon trip you make to or from Pylas Talaear. As well, if you succeed on a DC 15 Charisma check, your connections in the necromantic markets of the foreign quarter allow you to purchase kieros leaves and covadish leaves at half price.

Elves of the Northern Steppes: The Tairnadal recognize you as one of their own. When you are in the northern plains of Aerenal, you can purchase steeds whose bloodlines trace back to the Age of Giants in Xen'drik. These Tairnadal steeds are identical to Valenar riding horses save for their Strength and Dexterity scores, which are both 16. All Tairnadal steeds are trained for war. Each magnificent animal costs 1,200 gp.

Sahuagin of Shargon's Teeth: You have right of passage through Shargon's Teeth. If sahuagin raiders attack your ship on its way across the Thunder Sea to Xen'drik or elsewhere, you can present yourself and make a DC 20 Diplomacy check to raise the Sahugin's attitude from hostile to unfriendly (though you gain no such benefit with other sea creatures). Additionally, you can hire mercenaries from the aquatic races of the area, including sahuagin, merrow (aquatic ogres), scrags (aquatic trolls), and locathah. Aquatic mercenaries work anywhere in the greater Thunder Sea, but do not take their dangerous work lightly, hiring on for no less than 70 gp each per day.

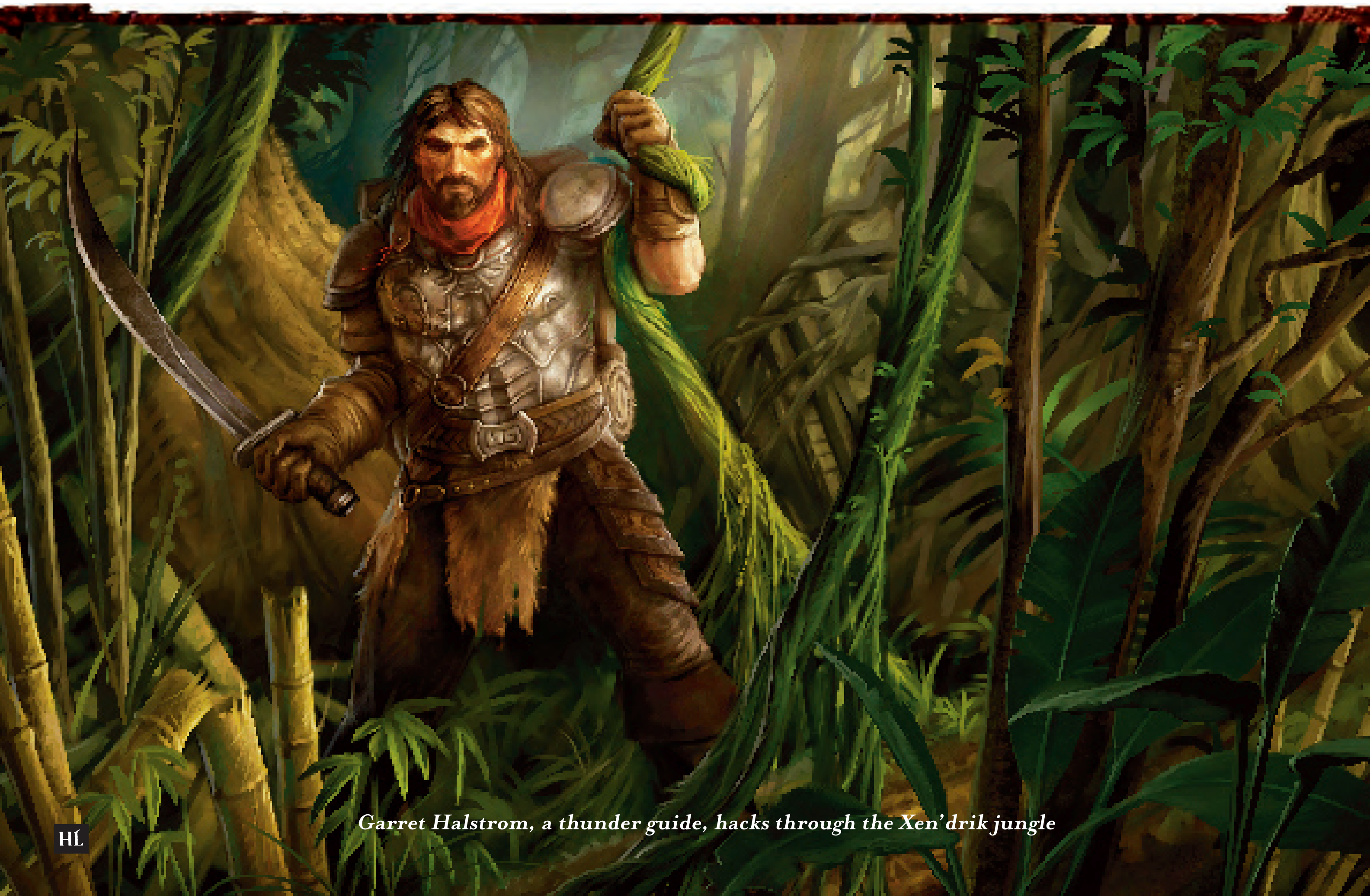
Seren Barbarians: You can trade with the Seren barbarians as if you bore a dragonmark. When in a Seren village, you can make a DC 15 Diplomacy check with the village's Shroud of Scales (see page 98) to purchase up to two potions (2nd-level or lower) at half the normal price. As well, with a successful DC 20 Diplomacy check, you can purchase one *Quaal's feather token* at half the normal price.

Storm Giants of Xen'drik: Lurking in the crumbling ruins of their ancient cities, some giants in Xen'drik cling to the great deeds of the past. When you visit the ruins of one such giant you have befriended (at a location you designate within 50 miles of the Thunder Sea coast), the giant will conduct arcane research at your request in decrepit libraries dating to the Cor'dran and Eshtarn empires. Determine the results of such research (and the time required) as if the giant were casting a *legend lore* spell.

Stormreach Irregulars: You are a hero to the street children of Stormreach, gaining a +4 circumstance bonus on Gather Information checks and a +2 circumstance bonus on Sleight of Hand checks made within the city. As well, you treat the city as a large town for the purpose of determining Urban Tracking check DCs and the number of checks required to track down your quarry.

Lionized in the Press: Starting at 5th level, the *Korranberg Chronicle,* the *Breland Ledger*, the *Aundairian Scroll,* and other news chronicle sheets breathlessly recount your adventures across the Thunder Sea. You gain a +2 circumstance bonus on Diplomacy checks when dealing with members of the press, nobility, and dragonmarked houses in Khorvaire. When at the University of Wynarn, Morgrave University, or the Korranberg Library, you can present a lecture, earning 200 gp for your appearance with a successful DC 10 Perform (oratory) check. You can make no more than one such speech per month.

Rescue Artist: From 6th level, you are exceptionally skilled at extracting others from difficult situations. You automatically succeed on Climb check attempts made to catch a falling character (see page 69 of the *Player's Handbook*). You also gain a +4 competence bonus on all Strength-based skill checks made when carrying or supporting another person. This applies, for example, to Climb checks made to swing on a rope while holding another person, to Jump checks made to dismount from a swinging rope with another person in your grasp, and to Swim checks made while supporting a foundering swimmer.



Garret Halstrom, a thunder guide, hacks through the Xen'drik jungle

When using the Ride skill, you can make a DC 15 Ride check to lift a willing person into the saddle. This is a special standard action that can occur in the middle of your move action. For example, a thunder guide on a Valenar riding horse could move 30 feet, swing the king's daughter up into his saddle, and then continue moving another 50 feet, with the total distance moved in the round not exceeding the mount's speed.

Serial Hero: At 8th level, famed *Korranberg Chronicle* reporter Kole Naerrin writes a serialized account of your adventures appearing over the course of thirteen weeks. You earn 1,000 gp per point of your Charisma bonus for the rights to your story (minimum 1,000 gp).

Society Peer: At 10th level, aristocrats and the dragonmarked houses hail you as the defender of civilization in the Thunder Sea regions, and as a champion of the ancient honor of Galifar. You are entitled to use the prefix "Lord" in Aundair, Breland, Karrnath, and Thrane. Your circumstance bonus on Diplomacy checks when dealing with nobility and members of the dragonmarked houses increases to +3. House Lyrandar and House Orien grant you unrestricted traveling privileges at no cost on their lines, counting on the publicity of your endorsement to offset the cost of your fare.

PLAYING A THUNDER GUIDE

As a thunder guide, you must be able to deal with both the savages of the jungle and the ultra-civilized sophisticates of Sharn. Blade and word are the twin tools of your trade, and the art of the thunder guide lies in choosing which tool to use in any given situation. You must also decide what your primary motivation is for becoming a thunder guide, because without a firm sense of purpose, you can become as lost in the profession as a rudderless ship on the Thunder Sea.

Fame and fortune are two obvious motivations, but even more common is a simple love of exploration. Thunder guides often work solo, guiding small hunting parties or university expeditions into the wilds. Occasionally, two or three thunder guides work together to escort a large group of Khorks (as citizens of civilized Khorvaire are known on the Thunder Sea coasts) into a particularly perilous locale.

Thunder guides who are not working together on the same expedition generally interact in two ways. First, they leave extensive explorer marks when they travel, warning their colleagues of monsters even as they help them find fresh water and safe camps. Second, they maintain communications with several large organizations based in Breland and Aundair. The Wayfinder Foundation, Morgrave University, and the University of Wynarn all welcome thunder guides for the knowledge and artifacts they bring back to Khorvaire. In turn, thunder guides use these large institutions to keep in touch with fellow guides and learn of developments in the Five Nations and throughout the known world.

Combat

Combat is inevitable for a thunder guide, and you are built to stand up in melee so that those in your protection do not have to. Accordingly, you should concentrate on building a high Armor Class and should consider taking feats that allow you to absorb, resist, and avoid damage. Improved Toughness (see page 101 of *Complete Warrior*) and Dragon Rage are two such feats. You do not have the base attack bonus of a fighter, so you should consider using at least some of your thunder lore choices to select abilities that help you maintain your combat effectiveness (such as savage of the storm or *pandin temn*).

When combat breaks out, your first priority is the safety of those in your care. Don't rush into battle foolishly, but remember the best defense can be a good offense—if you can dispatch your opponents quickly. If one of your charges is injured beyond your ability to aid her, race with her to one of the places where you have established native ties and count upon the aid of your friends to nurse her back to health.

Advancement

Most thunder guides begin as adventurers in the coastal regions surrounding the Thunder Sea. For example, on a return trip to Sharn, you might find yourself approached by a frail aristocrat. Wheezing, he suggests he knows of a great archive of schemas dating back to the Age of Giants, far to the southeast of Stormreach. He seeks an exceptional adventurer interested in guiding him there, and he wonders if you might be interested. Many new thunder guides have come to the profession in a similar fashion.

Thunder guides advance through exploration. Each new ruin, thicket, grotto, or canyon hides secrets that test you, and each new creature you encounter might be a source of knowledge or new combat techniques. Keep in mind that to forge new native ties, you must speak the natives' language. Plan ahead when learning new tongues, and consider spending skill points on Speak Language to gain languages in addition to those granted by the class progression.

Resources

Smiling malenti envoys, cold-blooded drow snipers, undying elves, mysterious shrouded barbarians—as menacing as all these denizens of the Thunder Sea coasts may be, in the end, they are your best resource as well. In the jungles of Aerenal, Xen'drik, and Seren, poison and death are with you always. High ranks in Survival help, but being able to make friends with the people who dwell in the regions you explore is ultimately more effective.

THUNDER GUIDES IN THE WORLD

Despite the fact that they adventure in far-off lands, thunder guides are very visible heroes to the people of the Five Nations. When the Wayfinder Foundation launches one of its grand expeditions, the large chronicles provide extensive coverage, many using the "angle" of approaching the expedition from the thunder guide's point of view. They often interview the thunder guides first, asking them about the expected dangers, how the nobles in the expedition will be protected, and what treasures the expedition hopes to unearth.

A successful thunder guide should constantly be embroiled in intercontinental intrigue. His fame generates a constant stream of offers, any of which can introduce new quests, nonplayer characters, and organizations into the campaign. A Platinum Concordian of the Aurum may pose as a bureaucrat of the Twelve and ask the PCs to recover an item lost in a Lyrandar shipwreck a decade ago. The party's new patron might turn out to be a fugitive from the Dreaming Dark, concocting a story about a relic in a Xen'drik cave simply so that he can flee deep into the jungle and avoid his psionic pursuers.

Organization

There is no central governing body for thunder guides; rather, each is a freelance mercenary contracting directly with those he escorts across the Thunder Sea. If the mission calls for it, the lead thunder guide can hire other guides, bearers, ship crew, healers, or House Sivis messengers. However, the far-flung working locations, the high mortality rate, and the strongly independent nature of most explorers prevents the establishment of any single unifying organization.

Not every thunder guide is honest, and more than a few careless travelers have found themselves stranded in Dajar Orioth (Aerenal's Jungle of Daggers) after their guide absconded in the middle of the night. The Wayfinder Foundation maintains a list of reputable thunder guides, available for free to members and for a 5 gp fee to nonmembers.

NPC Reactions

Thanks to favorable publicity generated by the widely distributed chronicles, the farmer in the heart of Breland, the sentinel at Fort Zombie, and the dilettante on the beach at Stormhome all share the same larger-than-life impressions of the thunder guides. When a noted thunder guide is to appear at a Relics and Antiquities Auction, a lecture, or a Wayfinder Expedition launch, nobles compete to see whose parties the guide will attend.

This unfettered celebrity status can lead to an unexpected hazard for the thunder guide: stowaways. Knowing little of the dangers of the Thunder Sea, many juveniles try to sneak on board a thunder guide's galleon in order to join the expedition. Although this worked spectacularly for Garret Halstrom, who emerged from hiding to free the captain and officers of the *Roc of the Waves* after a sahuagin boarding party chained them in the hold, most stowaways are ill-suited for a life of exploration and become nuisances at best.

As the memory of the Last War fades and the lesser races turn their eyes to other endeavors, it seems inevitable that curious travelers will become more interested in the interior of Argonnessen. The dragons monitor the guides' activities closely. Some agents of the Chamber meet covertly with thunder guides to further the advancement of the Prophecy, though never openly. In fact, many thunder guides who have dealt with Chamber agents are not even aware of it.

THUNDER GUIDE LORE

Characters with Knowledge (geography) or Knowledge (local) concerning a community on the Thunder Sea coast can research the thunder guides to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The *Korranberg Chronicle* features stories concerning swashbuckling adventurers called thunder

WAYFINDER FOUNDATION TRAVEL TIP
HOW TO SURVIVE BEING THE SOLE SURVIVOR OF A THUNDER SEA EXPEDITION

The regions touched by the Thunder Sea are many and varied, but they are united in their degree of peril. Should you find yourself alone on a continent far from Khorvaire, observe the following guidelines.

Look for explorer marks. These precious signs can be a lifeline. You are not truly alone if you find writings left for you by your fellow explorers.

Do not be a "Khork." The veterans of Stormreach refer to those who leave Khorvaire for the first time as Khorks. A Khork expects there to be water around every corner, an *everbright lantern* over his shoulder when the sun sets, and a cooler cart of fruit and cheese to stop politely in his vicinity each meal hour. This will not happen in the wild. Always hoard water. Expect the worst and prepare for it.

Do not enter unexplored territory. Stay put if you can, since a rescue party is most likely to begin its search where you were last seen. Above all else, do not go somewhere that you have not previously ascertained to be safe. Among other dangers, your new location could prevent divination magic from locating you.

guides, who battle giants and dragon-worshippers in the far south.

DC 15: If you are going to travel anywhere on the Thunder Sea or its surrounding lands—Aerenal, Xen'drik, and Seren—a thunder guide can provide protection, translation, and local knowledge to help you on your journey.

DC 20: If you're hiring a thunder guide, pay more attention to his speech than his sword arm. One blade won't help you against a thousand charging barbarians, but the right word to the chieftain might stop the savages in their tracks.

DC 30: The Wayfinder Foundation recently removed the thunder guide Thrush Xivdrad from its reputable guide list. Apparently, he sold a distant cousin of the Karrnathi crown to Lhazaar slaverunners in a brig moored off Stormreach.

THUNDER GUIDES IN THE GAME

Thunder guides can enter the game naturally whenever the campaign action ventures into Aerenal, Xen'drik, Seren, Argonnessen, or the Thunder Sea itself. The PCs might hire a thunder guide to lead them to a specific tomb or the site where a previous expedition mysteriously vanished, or might find themselves rescued by a thunder guide NPC if they get in over their heads. Alternatively, they could encounter an evil thunder guide leading a vicious band of hunters—aristocrats on safari who have decided that hunting fellow explorers is more entertaining than the pursuit of jungle boar.

If your campaign does not take place in the Thunder Sea, thunder guides can still make appearances throughout the Five Nations at universities, auctions, and the Wayfinder Foundation headquarters in Fairhaven. A thunder guide in Khorvaire might be selling treasure, buying unique magic, or arranging to meet with his new charge. Still other thunder guides in the civilized lands might be recruiting muscle for a dangerous upcoming expedition.

Adaptation

At heart, the thunder guide is an explorer, and journeying to new areas is as natural and essential to him as breathing. As such, you can easily expand the focus of the thunder guide class to include any region frequently visited in your campaign, adding new thunder lore abilities (and taking away irrelevant ones) as you see fit. For example, if thunder guides journey to Sarlona but never Xen'drik in your campaign, you might replace Xen'drik boomerang expert with another ability, perhaps one that allows nonkalashtar to use quori embedded shards for a limited time per day.

Encounters

Thunder guides can be encountered in almost any context—and often in unexpected ways.

EL 9: Lord Ruken ir'Clarn (LE male human aristocrat 2) is a radical in the Brelish parliament. Rabidly opposed to the monarchy, he constantly schemes to remove the crown's influence from Breland once King Boranel finally passes. In 996 YK, the ir'Clarn Expedition lured King Boranel's adventurous daughter Syra into the jungles of Xen'drik. Only the intervention of the now-famous thunder guide Garret Halstrom prevented her death in a staged drow ambush.

This time, ir'Clarn has hired a corrupt thunder guide named Thrush Xivdrad to recruit ogre mercenaries in an effort to kill Syra. If the PCs do not already know Syra, she may be traveling with them under an assumed identity, or Thrush may mistakenly identify one of the PCs as Syra and attack.

This encounter takes place somewhere in the Thunder Sea or along its coasts, where Thrush has used his native ties to recruit his band of thugs. If the PCs are visiting a Seren isle or wandering through the coastal Xen'drik jungle, Thrush sends his recruits to burst from the vines and attack the PCs from the front while he snipes from the rear and remains unnoticed. He intends that any survivors blame restless Thunder Sea natives.

If the PCs are launching an expedition with a night of merriment at the Death's Glitterdust in Sharn, then the villains lurk outside on the Bridge of Giants and mug the characters when they exit. Again, Thrush attempts to snipe from the shadows so that Syra's death is blamed on the enemies she made during one of her previous adventures across the Thunder Sea.

THRUSH XIVDRAD CR 7

Male human fighter 4/thunder guide 3
NE Medium humanoid
Init +1; **Senses** Listen –1, Spot –1
Languages Common, Drow, Giant

AC 20, touch 12, flat-footed 18
hp 65 (7 HD)
Fort +9, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares)
Melee *+1 bastard sword* +12/+7 (1d10+6/19–20) or
Ranged bronzewood javelin +8/+3 (1d6+3)
Base Atk +7; **Grp** +10
Atk Options Cleave, Power Attack, Quick Draw, vicious barbarism (page 65)

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 14
Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Toughness*, Power Attack, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
* See page 101 of *Complete Warrior*
Skills Climb +1, Diplomacy +7, Hide +3 (+7 in jungle), Move Silently +3 (+7 in jungle), Sense Motive +4, Survival –1 (+3 in jungle)
Possessions *+2 bronzewood breastplate,* light steel shield, *+1 bastard sword,* 6 bronzewood javelins, *+1 ring of protection,* forged traveling papers ("Sir Montlero ir'Grithop"),

locket containing a portrait of Syra, 25 30-gp tourmalines (promised to the ogres), 31 gp

OGRE THUGS (5) **CR 3**
CE Large giant
Init –1; **Senses** darkvision 60 ft., low-light vision, Listen +2, Spot +2
Languages Giant

AC 16, touch 8, flat-footed 16
hp 29 (4 HD)
Fort +6, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)
Melee longspear +8 (1d8+7/×3) or
Ranged javelin +1 (1d8+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +12

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Feats Toughness, Weapon Focus (longspear)
Skills Climb +5, Listen +2, Spot +2
Possessions hide armor, longspear, 3 javelins

WINDWRIGHT CAPTAIN

"Of course I can fly between the trees at this speed. They're at least 20 feet apart. Trust me."
—Deerian Black, veteran windwright captain

The self-proclaimed masters of sky and sea, the windwright captains are the finest pilots of airships and wind galleons on Eberron. While many heirs of House Lyrandar are competent enough to helm airships on cargo trips or simple passenger runs, windwright captains takes piloting to another level. Explorers, daredevils, and innovators, windwright captains are hotshot pilots always looking for an excuse to show off what they can do.

BECOMING A WINDWRIGHT CAPTAIN

The bard class is typically the easiest route by which to pursue a career as a windwright captain, with multiclass rogue spellcasters another good choice. An artificer with the necessary cross-class skills is also an option, with that class's infusions giving a windwright captain an edge in improving his ship's performance.

Entry Requirements

Race: Half-elf.
Skills: Balance 4 ranks, Profession (sailor) 10 ranks, Use Magic Device 6 ranks.
Feats: Lesser Dragonmark (Mark of Storm; must have selected the *wind's favor* ability).
Special: Ability to cast 1st-level arcane spells or imbue 1st-level infusions. Must have piloted an airship or wind galleon at least once while in the service of House Lyrandar.

Class Features

Windwright captains slowly bond with a single elemental-powered vessel, becoming its absolute master. This bond gives them an increased understanding of elementals in general as well as an improved ability to use more traditional forms of magic. They are still sailors at heart, though, and never stop improving their traditional skills and instincts.

Weapon and Armor Proficiency: You gain proficiency with the short sword and the rapier, but not with any armor or shield.

Spellcasting/Infusions: At each odd-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

Alternatively, you gain new infusions per day as if you had gained a level in an infusion-imbuing class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

If you are capable of both casting arcane spells and imbuing infusions, or if you had more than one arcane spellcasting or infusion-imbuing class before becoming a windwright captain, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known, or for determining infusions per day.

Dragonmark Control (Ex): Levels in the windwright captain prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmarks.

Master Pilot (Ex): You are the undisputed master of controlling vehicles powered by bound elementals. While piloting such vessels, you can add your windwright captain class level to your Profession (sailor) checks.

Shipboard Fighter (Ex): At 1st level and beyond, you can take 10 on Balance and Climb checks even if threatened and distracted. You also do not lose your Dexterity bonus to Armor Class when balancing or climbing.

Acquire Ship: The elders of House Lyrandar know that a truly skilled pilot can earn more gold taking private commissions than ferrying cargo and passengers back and forth along established fare routes. Starting at 2nd level, the house agrees to lend you a standard airship or wind galleon (your choice) for your indefinite use. Enough House Lyrandar crew members to properly operate the chosen vessel are also provided, each a half-elf expert 1 with maximum ranks in Profession (sailor).

As long as you remain in good standing with House Lyrandar, you can use this vessel as you see fit with one notable condition: one-fifth of your gross income from the use of the ship must be tithed back to Lyrandar, including any treasure retrieved during explorations for which the ship was utilized. If the house has reason to believe this tithe is not being paid, they are within their rights to ask that the ship be returned to them—perhaps even going so far as to send an armed retrieval

TABLE 2–6: THE WINDWRIGHT CAPTAIN **HIT DIE: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting/Infusions
1st	+0	+0	+2	+2	Dragonmark control, master pilot, shipboard fighter	+1 level of existing arcane spellcasting or infusion-imbuing class
2nd	+1	+0	+3	+3	Acquire ship, uncanny dodge	
3rd	+2	+1	+3	+3	Rebuke elementals	+1 level of existing arcane spellcasting or infusion-imbuing class
4th	+3	+1	+4	+4	Lesser shipbond	
5th	+3	+1	+4	+4	Greater shipbond	+1 level of existing arcane spellcasting or infusion-imbuing class

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge (geography), Listen, Move Silently, Profession, Spot, Swim, Tumble, Use Magic Device, Use Rope.

squad to repossess the vessel (and any tithes owed) in the middle of the night.

At any time after acquiring the ship, you can purchase it outright for the standard airship cost of 92,000 gp. Doing so voids your need to tithe further to Lyrandar's coffers, but also causes the house to begin charging fees for the use of the crew.

Uncanny Dodge (Ex): Starting at 2nd level, you cannot be caught flat-footed and react to danger before your senses would normally allow you to do so. See the barbarian class feature, *Player's Handbook* page 26.

Rebuke Elementals (Su): Choose one type of elemental bound by House Lyrandar ships (either air or fire). At 3rd level, you gain the ability to rebuke, command, or bolster elementals of that type, as an evil cleric rebukes undead. Use your character level in place of your cleric level when determining how many Hit Dice of elementals you can affect with this ability. See Turn or Rebuke Undead, page 159 of the *Player's Handbook.*

Bound elementals under your command through a *wheel of wind and water*, lesser shipbond, or greater shipbond abilities do not count toward the total Hit Dice of elementals commanded.

Lesser Shipbond (Su): At 4th level, you can forge a magical bond with a single vessel powered by a bound elemental. This process requires raw materials with a cost equal to 1/25 of the vessel's value (3,680 gp for a standard airship, 2,560 gp for a wind galleon). You must also expend experience points equal to 1/10 of the vessel's value (9,200 XP for an airship, 6,400 XP for a wind galleon), and spend a full day of uninterrupted meditation to complete the bonding process.

Once the lesser shipbond is established, it grants you several benefits with regard to that specific vessel.

You no longer require a wheel of wind and water to use your dragonmark to control the bound elemental. You can telepathically communicate with it without standing at the helm, allowing you to give it orders from anywhere aboard the ship as a move action.

The vessel's top speed increases by +20 feet while you are at the helm, giving a standard airship or wind galleon a speed of 24 miles per hour overland (or 576 miles per day). This increase is an enhancement bonus.

The elemental acknowledges and accepts your dominance of it, becoming a trusted ally and friend to you. As long as you are on board the ship, it can initiate telepathic contact with you should it desire. It also offers advice when it can and warns you of any approaching danger, even if you are not at the helm.

At the same time, the elemental becomes even more resistant to accepting orders from others. Anyone other than you or your cohort (if you have one) who attempts to control the elemental without benefit of a dragonmark takes a –8 penalty on their Charisma check. Even a dragonmark heir using a *wheel of wind and water* must succeed on a Charisma check to control the ship. The elemental also gains a +4 circumstance bonus on its saving throw to resist any spell or infusion that would grant control over it to anyone other than you (see Controlling a Bound Elemental, page 25).

You can have a lesser shipbond with only one vessel at a time. If the vessel is destroyed (or if you wish to revoke the shipbond so that you might bond with a different vessel), you must make a DC 15 Fortitude save. Failure means you lose 200 XP per windwright captain level; success reduces the loss to one-half that amount.

Greater Shipbond (Su): At 5th level, your bond to your chosen ship increases in power. You can now telepathically communicate with your vessel's bound elemental at any range, up to 1 mile per point of your Charisma bonus. You can even order the elemental to begin moving the ship while you are not aboard, though the elemental's piloting skills are inferior to your own. Use the elemental's Profession (sailor) check (usually +0) instead of yours if you are not aboard. If you are aboard the vessel, you and it act almost as one, allowing you to command it as a free action instead of a move action.

PLAYING A WINDWRIGHT CAPTAIN

Let the lesser pilots haul crates and fare passengers from place to place; you and your ship have better things to do. You are the cream of the crop when it comes to piloting these vessels, so it only seems fair that you should get the best assignments—and the best treatment.

Sure, Lyrandar thinks they have you under their thumb, but you know the truth. They make more gold from a handful of your daring exploits than a year of other pilots' cargo running, and they had better keep you happy and well treated or you might up and go solo. Certainly, others have tried (with mixed results), but you're better than any of them. For now, you'll let Lyrandar continue to take advantage of you and your amazing skills, but someday you'll be the one running the show.

Combat

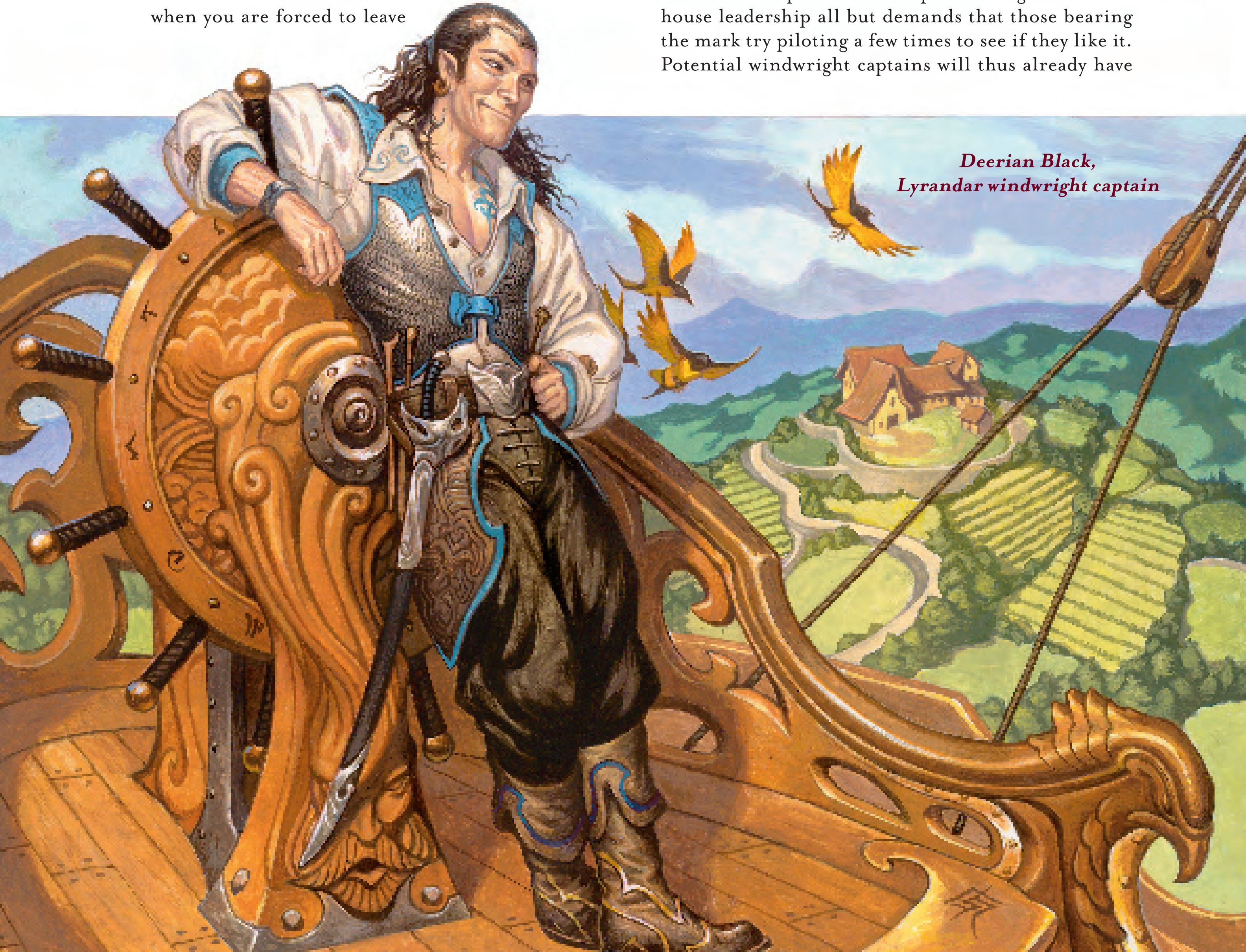
As a windwright captain, you're at your best when you can bring your ship into the fray. Your vessel can provide cover and increased mobility to you and your allies. You control the range of engagement when aboard your ship, so specializing in ranged attacks and long-range spells can maximize that advantage. Keep your ship moving and away from the enemy, and you should have little trouble emerging victorious.

Battle is a little less certain when you are forced to leave your beloved ship behind, but you are not without your tricks. Find higher ground when possible for the normal +1 bonus on attack rolls, and remember that you never have to worry about losing your Dexterity bonus to Armor Class while climbing. Your position as captain means you'll almost always have an ally if you need one (be it your cohort, a crew member, or even a familiar or homunculus), so take advantage and flank. In a pinch, don't be afraid to lure your foes out into the open, where your ship and crew are ready and waiting.

Once you gain the ability at 5th level to control your ship from afar, your range of tactics increases. You can trap foes in a crossfire by moving your ship to a position opposite you and your adventuring comrades, or use it to block off avenues of escape. Your ship can also come pick you up out of a sticky situation, allowing you to escape from a crumbling ruin or rampaging mob.

Advancement

House Lyrandar only trains windwright captains from within the ranks of their own extended family, for one obvious reason—the Lesser Mark of Storm is the only consistent means to effectively control an elemental-powered airship or wind galleon. The house leadership all but demands that those bearing the mark try piloting a few times to see if they like it. Potential windwright captains will thus already have



Deerian Black, Lyrandar windwright captain

ties to House Lyrandar and will have served as a pilot on several mundane flights.

Those with some magic training and a natural gift for sailing will likely find themselves approached by their house superiors about becoming a windwright captain. A sense of adventure and a willingness to take risks are preferred; Lyrandar would rather find an adventurer with only token piloting experience than invite an experienced pilot with a reputation for caution to join the ranks.

Early on, house superiors keep you on a fairly short leash as they assess your honesty and loyalty; the loan of an airship or wind galleon is a major financial risk on their part, after all. They make sure you receive enough training to not crash your vessel into the side of a mountain or sink it as you leave the dock. They also want to be sure that you won't try to stiff them out of their rightful tithe, so expect small tests of loyalty during your initial time as captain.

Once you have your ship, you are free to travel as you please; Lyrandar obviously hopes that you won't spend all your time hauling mundane cargo. Instead, you use their ship to explore ancient ruins and bring back bountiful treasures of gold, magic, and dragonshards—of which they take their cut. Perhaps you hire out to some clandestine organization for a secret rendezvous, or to a wealthy merchant looking for protection as he travels. As long as money continues to flow into Lyrandar's coffers, the house generally leaves you alone.

As you advance, it is a good idea to continue to concentrate on whatever skills you mastered before entering the class. If you were a rogue, continue to invest in Hide and Move Silently; if you were a bard, add ranks to Bluff and Diplomacy. Keeping your Profession (sailor) skill high allows you to pilot your ship under even the most adverse conditions.

Resources

Windwright captains occasionally meet to swap tales and tactics, but House Lyrandar elders are a more reliable source of training and equipment. Once a ship is acquired from Lyrandar, you are certainly going to want to customize it, most often by adding weaponry and additional magical enhancements to toughen it up for combat. Any items that aid in a hasty escape from an airship or wind galleon (such as *life rings* or a *ring of swimming*) will show their value sooner or later.

WINDWRIGHT CAPTAINS IN THE WORLD

If the PCs are intent on chartering passage to the darkest parts of Xen'drik, chances are they will need the services of a windwright captain sooner or later. A confident windwright captain gives the unique travel options of Eberron a face and voice that is easily remembered by the players. A rival adventuring party might also contain a windwright captain, allowing them to make quick getaways should their plans be soured by the PCs.

Organization

Windwright captains are generally independent operators, taking on private jobs from the wealthy and adventurous as they see fit. Their relationship with House Lyrandar is fairly loose, allowing them to come and go as they please as long as they continue to earn money. Windwright captains have respect for each other professionally, seeing their peers as the only truly worthy pilots, but rivalry and competition also exist.

While a windwright captain works for House Lyrandar, he reports his earnings and missions to a superior in the Windwrights Guild. Each captain has a handler assigned by Lyrandar, whose official job it is to make sure that the captain has a full slate of work.

When not on a mission, a windwright captain is probably caring for his ship or training his crew; with his skills and ship in high demand as they move from one daring adventure to another, though, such downtime is rare. During the travel portion of a standard mission, the windwright captain is typically keeping track of his ship's course and overseeing the crew, only occasionally checking in with the helm to make sure the elemental understands its instructions. Should danger arise, the captain takes command of the ship personally, giving the elemental detailed directions for precise control. Once the captain has gained the lesser shipbond ability, he can even help fend off boarders while controlling the ship, allowing him to serve double-duty if the vessel is attacked.

Windwright captains tend to look down on the rest of House Lyrandar, seeing themselves as the ultimate expression of the house's purpose. There is little love lost between them and the ordinary pilots who run Lyrandar's cargo lines, most of whom see windwright captains as arrogant buffoons incapable of a hard day's work.

NPC Reactions

Sailors, ship captains, and those associated with the traditional shipping industry tend to have a starting attitude of unfriendly toward windwright captains. They are seen as reckless, giving customers an unrealistic expectation about what a regular sailing ship can accomplish with their magically enhanced vessels. Dockworkers are usually friendly, however, knowing a windwright captain coming back from a profitable mission might spread some of that money around in return for good service.

Windwright captains enjoy a certain reputation among the general populace as dashing pilots who know that they're the best. Impressionable members of the opposite gender are likely to swoon in the presence of one, while many young half-elves dream of growing up to follow in their footsteps. Artificers, gnome shipwrights, and others involved with the development of bound-elemental transport have a great deal of respect for windwright captains as men and women willing to push the limits of magically enhanced transport. Most will have a starting attitude of friendly—at least until a windwright captain has actually destroyed one of their ships with his showboating.

WINDWRIGHT CAPTAIN LORE

Characters with Knowledge (nobility and royalty) can research windwright captains (all heirs of House Lyrandar) to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The best airship and wind galleon pilots are called windwright captains. House Lyrandar gives them special training to better control their elemental-powered vessels.

DC 15: Windwright captains aren't just good pilots. The best of them forge a magical bond with their ship so that pilot and vessel act almost as one.

DC 20: Most windwright captains have a special deal with House Lyrandar that allows them to take commissions on their own in exchange for the use of the ship and a cut of the pay. Many prefer dangerous or exotic missions to better prove their skills.

DC 30: Characters who achieve this level of success can learn about specific famous windwright captains in the campaign, as well as learn what a reasonable rate might be for a given mission.

Finding a windwright captain is easy if there happens to be one in the area. A DC 15 Gather Information check in any port can reveal whether any windwright captains are available for work and how to get in touch with them.

WINDWRIGHT CAPTAINS IN THE GAME

Windwright captains are fairly easy to work into an ongoing game because they are so few in number. Even if the PCs have already availed themselves of airship or wind galleon travel in the past, they most likely didn't have a true windwright captain at the helm.

The opportunity to use his ship is crucial to keeping a PC windwright captain happy. Wilderness adventures are going to leave the player of such a character with plenty to do, but if the entire campaign takes place in the Cogs of Sharn or the caves of Khyber, players should probably think twice about selecting this class.

Adaptation

If the windwright captain seems particularly suited to the campaign, it can easily be extended to a 10-level prestige class. Continue with the same progression of spells and infusions, then add new abilities for higher-level play. As well, given their social status, Leadership or Favored in House might make good bonus feats for the windwright captain.

Encounters

An encounter with a windwright captain is also an encounter with an airship or wind galleon and its crew. If the PCs travel on their own ship, a windwright captain might be delivering (or even part of) an enemy adventuring party.

EL 9: Syrina d'Lyrandar is an heir of House Lyrandar who has recently begun training as a windwright captain. She has been hired to pilot the wind galleon on which the PCs are traveling—but the party's enemies have paid her even more to make sure they never make it there alive.

SYRINA D'LYRANDAR CR 8

Female half-elf bard 4/dragonmark heir 3/windwright captain 1
CN Medium humanoid (elf)
Action Points 17
Init +3; **Senses** low-light vision, Listen +8, Spot +2
Languages Common, Elven, Auran

AC 17, touch 13, flat-footed 14
hp 34 (8 HD)
Immune sleep
Fort +4, **Ref** +12, **Will** +10 (+12 against enchantments)

Speed 30 ft. (6 squares)
Melee *+1 keen longsword* +8/+3 (1d8+3/17–20) or
Ranged *+1 composite longbow* +9/+4 (1d8+3/×3)
Base Atk +5; **Grp** +7
Special Actions bardic music 4/day (inspire competence, inspire courage +1, *fascinate* 2 targets, countersong)
Combat Gear 2 *potions of cure serious wounds*
Bard Spells Known (CL 4th):
2nd (1/day)—*invisibility, tongues*
1st (3/day)—*charm person* (DC 14), *cure light wounds, feather fall*
0 (3/day)—*detect magic, know direction, light, mending, message, read magic*
Spell-Like Abilities (CL 10th):
2/day—*gust of wind* (DC 15)
1/day—*fog cloud, sleet storm, wind's favor*

Abilities Str 14, Dex 16, Con 11, Int 12, Wis 13, Cha 16
SQ bardic knowledge +5, house status (+3 on Charisma checks for members of House Lyrandar), shipboard fighter
Feats Favored in House, Heroic Spirit, Least Dragonmark of Storm, Lesser Dragonmark of Storm^{B}
Skills Balance +10, Bluff +14, Diplomacy +16, Disguise +3 (+5 to act in character), Gather Information +5, Hide +11, Intimidate +5, Listen +8, Move Silently +12, Perform (singing) +9, Profession (sailor) +12, Search +2, Spot +2, Swim +8, Use Magic Device +9
Possessions combat gear plus mithral shirt, *+1 keen longsword, +1 composite longbow* (+2 Str bonus) with 40 arrows, *hat of disguise*

Shipboard Fighter (Ex) Syrina can always take 10 on Balance and Climb checks, and retains his Dex bonus to AC while balancing or climbing.

EL 13: Deerian Black is one of the best at getting in and out of dangerous situations. The problem is that Deerian has been hired to get the same thing the PCs have, and to get it first. His top-quality airship (*Black's Lightning*), first mate Yira (N female half-orc rogue

7/fighter 4, cohort), and his entire crew (ten half-elf expert 1, fifteen human expert 1, one halfling rogue 2, one human bard 2, one human cleric 3, all followers) are at his disposal to beat the PCs.

DEERIAN BLACK CR 13

Male half-elf artificer 8/windwright captain 5
LN Medium humanoid (elf)
Init +2; **Senses** low-light vision, Listen +9, Spot +9
Languages Common, Elven, Auran, Aquan, Draconic, Sylvan, telepathy with bound elemental at up to 4 miles

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AC 26, touch 12, flat-footed 24; uncanny dodge
hp 61 (13 HD)
Immune sleep
Fort +4, **Ref** +8, **Will** +11 (+13 against enchantments)

Speed 30 ft. (6 squares)
Melee *+2 shock rapier* +12/+7 (1d6+3/18–20 plus 1d6 electricity)
Base Atk +9; **Grp** +10
Atk Options metamagic spell trigger, Improved Disarm
Special Actions rebuke elementals 7/day (+4, 2d6+17, CL 13th)
Combat Gear *wand of cure critical wounds* (31 charges), *wand of dispel magic* (CL 10th, 19 charges), *wand of fireball* (CL 8th, 22 charges), *wand of magic missile* (CL 9th, 47 charges)
Artificer Infusions (CL 11th; DC 14 + level of infusion):
3/day—3rd, 2nd, 1st*
1/day—4th*
* See below and page 103 of the EBERRON *Campaign Setting* for available artificer infusions
Spell-Like Abilities (CL 11th):
2/day—*fog cloud*
1/day—*wind's favor*

Abilities Str 12, Dex 14, Con 12, Int 18, Wis 14, Cha 18
SQ acquire ship, artificer knowledge +12, craft homunculus, disable trap, dragonmark control, greater shipbond, item creation, lesser shipbond, master pilot, retain essence, shipboard fighter
Feats Attune Magic Weapon, Brew Potion^{B}, Combat Expertise, Craft Magic Arms and Armor^{B}, Craft Wand^{B}, Craft Wondrous Item^{B}, Empower Spell^{B}, Extend Spell^{B}, Improved Disarm, Leadership^{B}, Least Dragonmark of Storm, Lesser Dragonmark of Storm, Scribe Scroll^{B}
Skills Balance +12, Climb +6, Concentration +12, Diplomacy +6, Disable Device +15, Gather Information +6, Hide +11, Knowledge (arcana) +15, Listen +9, Move Silently +11, Open Lock +13, Profession (sailor) +18, Search +16, Spellcraft +17 (+19 to decipher spells on scrolls), Spot +9, Use Magic Device +20 (+24 involving scrolls, +22 involving potions, magic arms and armor, wands, and wondrous items)
Possessions combat gear plus *+3 chain shirt, +3 buckler, +2 shock rapier, amulet of natural armor +3,* airship (*Black's Lightning*)

Shipboard Fighter (Ex) Deerian can always take 10 on Balance and Climb checks, and retains his Dex bonus to AC while balancing or climbing.

NEW INFUSION: INVOKE ELEMENTAL

This dangerous infusion allows a windwright captain to use his own bound elemental as a last line of defense, summoning it forth to defend the ship and its crew. Should the elemental be overwhelmed in battle, the vessel is stuck dead in the air or water, so great care must be taken before unleashing its power. When a windwright captain gains the lesser shipbond ability, he can allow the elemental to take its own initiative in battle, since it is now his friend and ally. In a real pinch, a windwright captain can use this infusion to deliberately sabotage a rival's ship by invoking its elemental and sending it into a hopeless battle, leaving the ship stranded afterward.

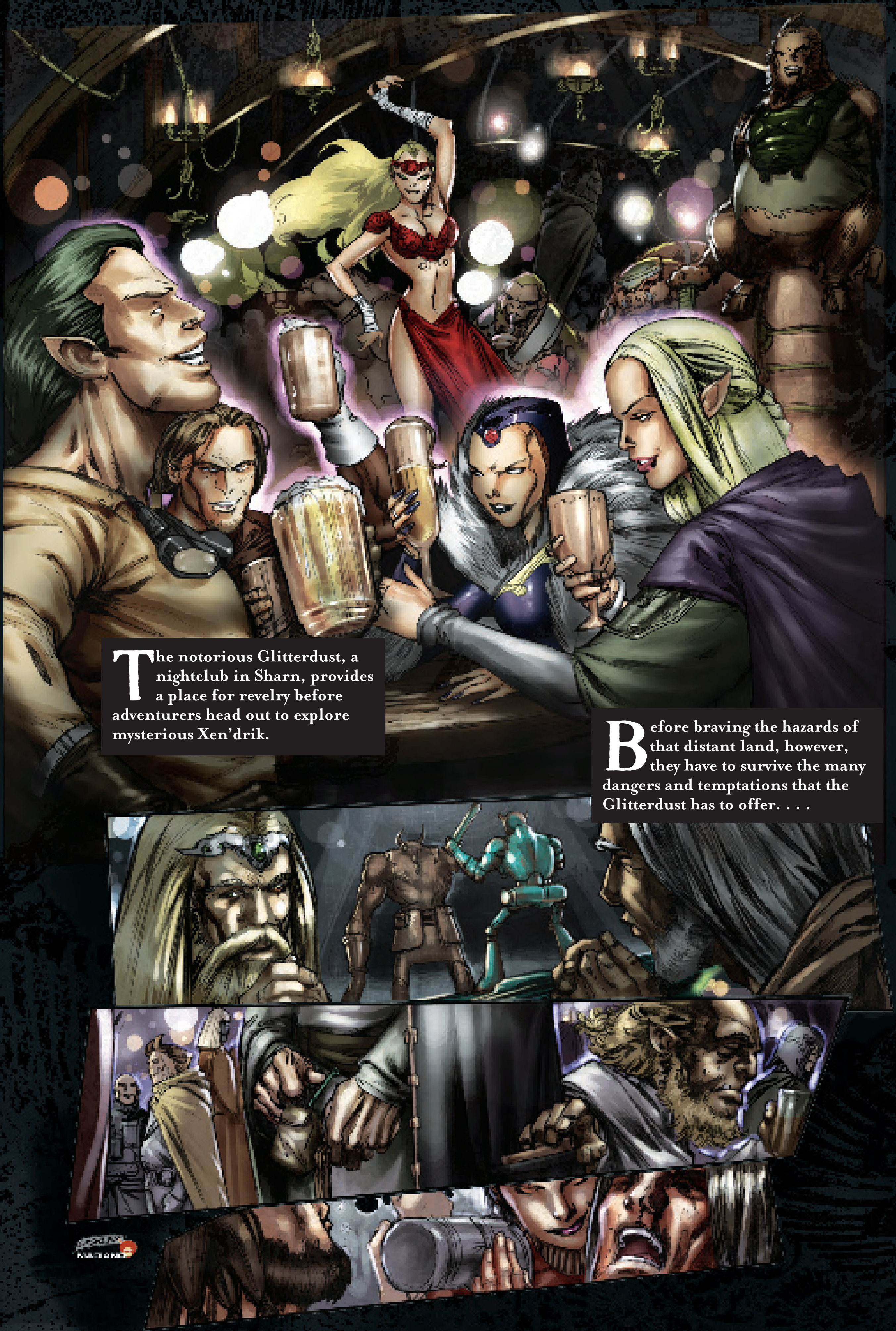
Invoke Elemental

Conjuration
Level: Artificer 5
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Vehicle with a bound elemental touched
Duration: 1 round/level (D)
Saving Throw: Will negates; see text
Spell Resistance: No

You temporarily release a bound elemental and compel it to obey you. In the round you imbue the infusion, you must touch the vehicle to which the elemental has been bound, with the elemental appearing adjacent to you when the casting is complete. The elemental acts immediately on your turn, attacking your opponents to the best of its ability. You can verbally direct the elemental not to attack, to attack particular enemies, or to perform other actions.

While the elemental is invoked, it is no longer bound to the target vehicle. The vehicle is treated as if the elemental is suppressed until the infusion ends (see Suppressing a Bound Elemental, page xx). Should the elemental be destroyed or affected by a spell that would send it back to its plane of origin while it is invoked, it vanishes and remains suppressed for 24 hours, during which time it cannot be invoked again with this infusion. You can dismiss this effect as a free action on your turn, sending the elemental back to its bound state.

If the elemental is uncontrolled at the time the infusion is imbued (or controlled by someone other than you), it receives a Will saving throw to resist the infusion.



The notorious Glitterdust, a nightclub in Sharn, provides a place for revelry before adventurers head out to explore mysterious Xen'drik.

Before braving the hazards of that distant land, however, they have to survive the many dangers and temptations that the Glitterdust has to offer. . . .

CHAPTER THREE

POINTS OF ORIGIN

Like all good stories, adventures have three phases: beginning, middle, and end. The beginning phase deals with the starting-off point—a port of call, a meeting place, a secret hideout—all which can be summed up as the place where the adventure hook is well and truly set. It is the place where the characters commit to their course of action and from which the events to come spring. This initial location is called the point of origin, and typically serves as a base of operations for the characters throughout the travails and triumphs to come.

Points of origin start adventures with a rush of adrenaline. The roar of a lightning rail coach is more than a warning that scatters grazing fastieth dinosaurs from the *conductor stone* paths; it is a call to duty, rousing adventurers and challenging them.

In addition to launching adventures, points of origin provide a base for explorers to visit again and again. They also provide the adventure with vibrant NPCs and flavorful detail. Did the PCs somehow manage to miss their rival when they took an airship to the Blade Desert and the villain took the lightning rail? No problem: by the time they return, the villain is waiting at home base to gloat over their failure or sneer at their success. Such central locations can also offer significant benefits with which to reward players, giving DMs something more than just coins or magic to shower on successful characters after a job well done.

Points of origins can be close or far, mundane or bizarre: a kalashtar resistance cell in Riedra, a Dhakaani hermit's damp cave in the Seawall Mountains, or even the Chamber's Echo Grotto in Argonnessen. As a player, becoming familiar with various points of origin—and continuing to revisit those places—can give a number of useful in-character benefits. Once a character becomes familiar with a place and establishes contacts there, new adventures can be started with a minimum of fuss, expense, and time. Establishing a history there can also allow access to information or goods that he or she might otherwise have no way of obtaining.

Just as an elf character with the Right of Council feat is entitled to disturb the silence of the City of the Dead and seek out the advice of his undying ancestors, a PC can feel entitled to avail himself of the advantages of any point of origin he has visited. Keep in mind, however, that points of origin can be dangerous as well as beneficial. Not all places will be equally accessible at all times—wars and plagues are remarkably effective at limiting one's options.

This chapter provides four different points of origin for use in Eberron campaigns.

Stormhome Docking Tower: The pride of House Lyrandar is a hub for airship travel, allowing characters access to a wide range of destinations.

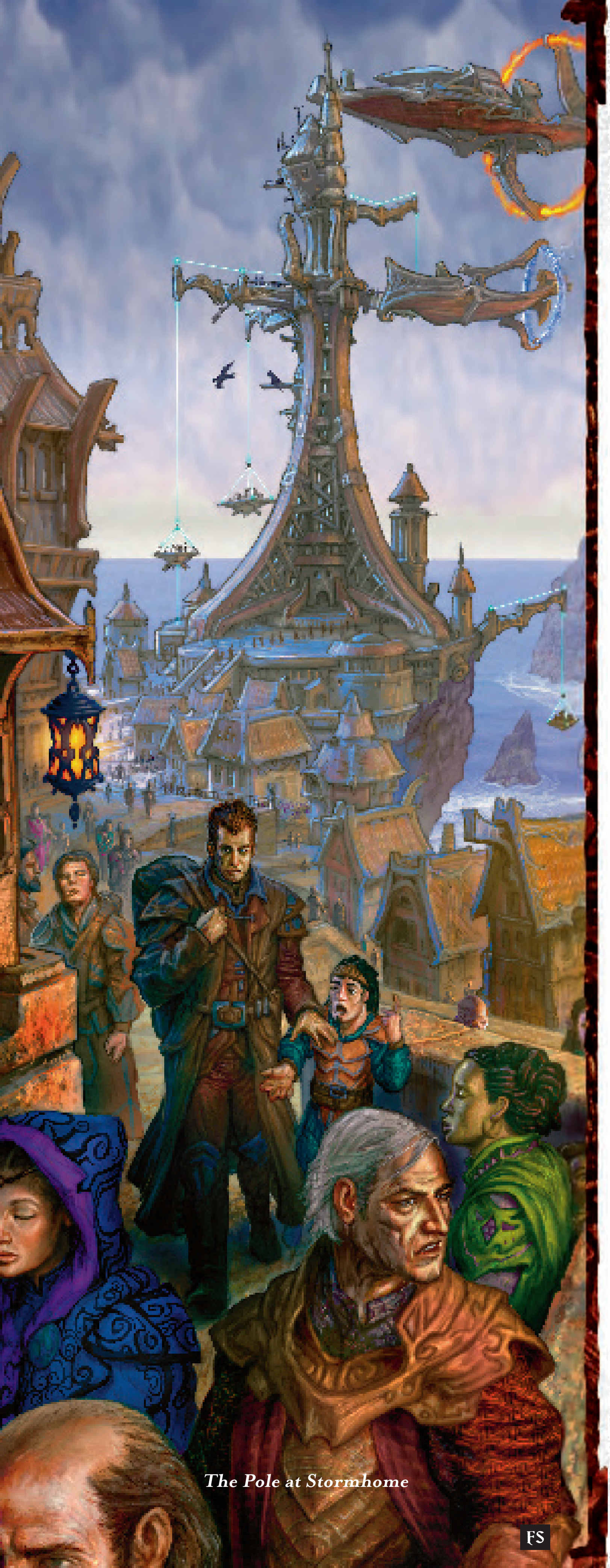
Lightning Rail Station: The station described here is typical of stations across Khorvaire and can be either the first stop before adventure calls or the last stop before leaving civilization.

The Crimson Ship: This mysterious galleon can travel anywhere the characters wish, but the toll required might be more than they bargained for.

Glitterdust Nightclub: The launching point for countless expeditions and adventures, enticing its patrons into one last night of revelry before they leave the known world behind.

STORMHOME DOCKING TOWER

You can find airship docking towers in most of the major cities across Khorvaire, but the most impressive by far is the House Lyrandar docking tower in Stormhome. This 200-foot tall tower of stone and wood rises between a House Ghallanda beach resort and the Aundairian naval yards, dominating the skyline of the magically preserved island paradise. Three docking platforms are situated along the tower, at the 90-foot level, the 140-foot level, and the top level. Nine docking berths extend from each docking-platform level, and a variety of roc mount and other flying creature perches protrude at various levels along the tower walls. Winding staircases lead up and down through the tower, stopping at passenger lounges and House Lyrandar work levels along the way. The top level of the tower houses a weather observatory and an arcane research facility.



The Pole at Stormhome

The Pole, as the tower has come to be called by seasoned airship pilots and frequent travelers, has been a lightning rod for clandestine activity since the height of the Last War. To this day, those who deal in information and secrets use the island paradise as a hub. The constant movement of people and cargo through Stormhome serves as great cover for the whispers of spies, the murmurs of courtiers, and the discussions of diplomats ostensibly on holiday. The first commercial airship, the *Spirit of Stormhome*, flew its maiden voyage from this tower less than a decade ago.

Because of the industry's youth, only nine airship docking towers have been constructed across Khorvaire. These towers are located in Sharn and Wroat, Breland; Stormhome and Fairhaven, Aundair; Flamekeep, Thrane; Taer Valaestas, Valenar; Korth, Karrnath; Trolanport, Zilargo; and Krona Peak, Mror Holds. The docking towers in these cities lack the Lyrandar weather research station and the Rat's Aerie area of the Lyrandar tower. All are shorter, but they are otherwise identical to the plans presented here.

An airship does not require a docking tower for passengers to disembark any more than a sea-faring galleon requires a pier; it is simply a convenience. In ports without docking towers, Lyrandar airship passengers clamber up and down rope ladders thrown over the gunwales, or arrange for magical transport to the ground below through *fly* or *feather fall* spells.

PUBLIC ACCESS AREAS

These areas are open to the public.

1. Passenger Gondola: An open air oak and wicker basket large enough for ten people (or 2500 pounds of people or cargo) stops at Docking Platforms 1, 2, and 3 as it ascends the tower. It travels up and down at a constant speed of 20 feet per round. The gondola is supported by two enchanted House Cannith braided rope cables, both of which must be severed to drop the gondola.

House Cannith support cables: 5 inches thick, hardness 5, 60 hp.

2. Rat's Aerie: This multilevel marketplace occupies a section of the tower between Docking Platforms 1 and 2. The marketplace has become known as Rat's Aerie—not because of any resident vermin, but for the smugglers, pawns of foreign powers, agents of dubious organizations, and slumming tourists who congregate here. Businesses range from honest to shady. Anyone who is wanted by the government of a recognized nation gains a +2 circumstance bonus to Diplomacy, Intimidate, and Gather Information checks in the Rat's Aerie.

3. House Lyrandar Ticket Offices and Lounge: The bottom three levels of the tower feature the ticketing and administrative offices of House Lyrandar. Tickets for all scheduled Lyrandar airship runs can be purchased here, and passengers can relax in front of roaring fires in the great hall while awaiting boarding calls. The house also provides a small space for privateers who sometimes use the tower (and pay a fee to the house).

Proceeds are kept in a safe (DC 35 Open Lock) and emptied at noon and dusk. The safe typically contains 1d20 coins each of platinum and gold, 20 blank airship tickets, 10 blank steerage class airship tickets, and a roll of 20 vouchers good for 1 meal each at the Sunset Club (used to placate ticket holders in the case of a delayed departure, usually caused by a high-ranking noble's late arrival).

4. Docking Platform 1: A winding central staircase within the tower and two gondolas (one for passengers and one for cargo) that ride up and down the outer tower wall lead to this docking platform, located 90 feet up the tower. Six docking berths radiate from the platform. Capstans, each coiled with 200 feet of mooring rope, stud each berth's perimeter.

An airship requires 5 minutes to tie up to a docking berth and a similar amount of time to cast off. If a ship is under attack while moored, it can attempt a faster cast off. Each deckhand that succeeds at a DC 15 Profession (airship sailor) check reduces the cast off time by 1 minute, to a minimum of 6 rounds.

5. Roc Mount Perches: A series of twenty-foot-long, guano-spattered perches jut from the tower at both the 115- and 170-foot-levels. These allow roc, griffon, hippogriff, and other bestial mounts to land at the docking tower. Feathers fill the air here and the place smells of refuse and flying creatures.

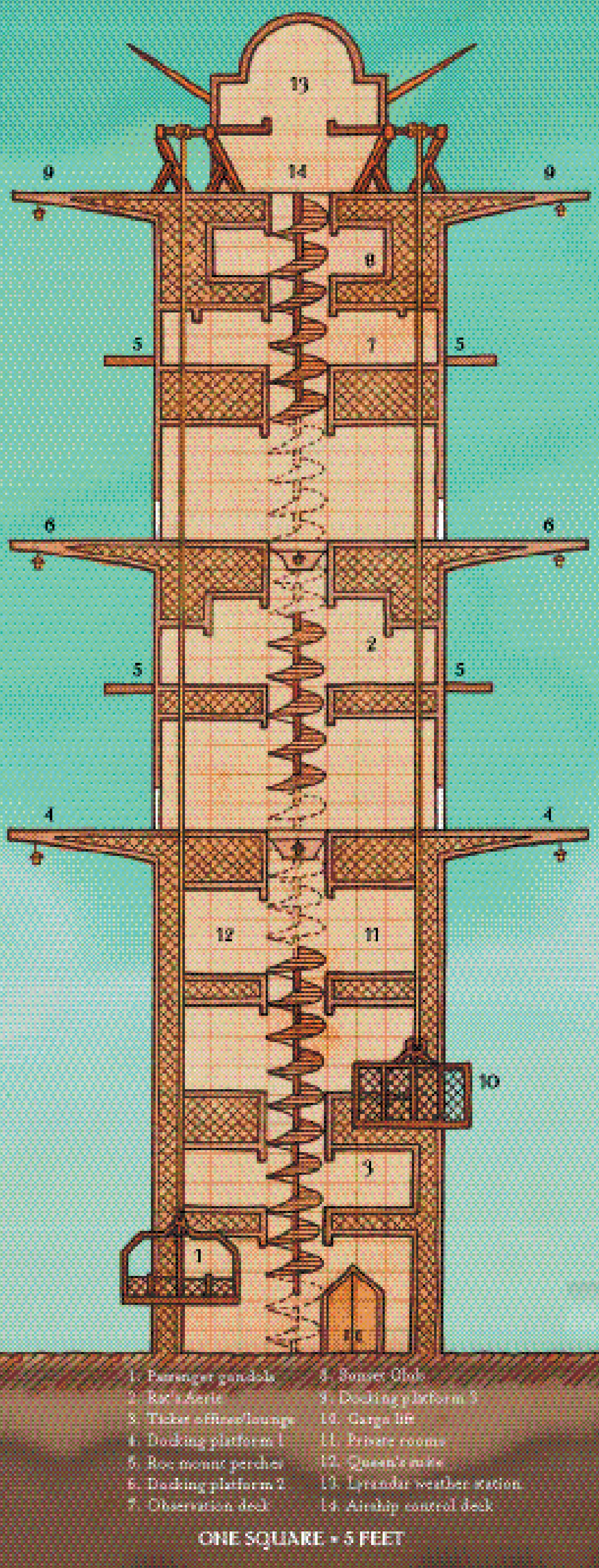
6. Docking Platform 2: This dock is identical to Docking Platform 1. It is located at the 140-foot-level of the tower.

7. Observation Deck: This area is a popular tourist destination, especially for those who arrive on Stormhome via the sea. The glass-walled observation deck on the 170-foot-level of the tower provides commanding views of Stormhome and the Bitter Sea. Entry is 1 sp. By agreement with House Lyrandar, all ticket agents at the observation deck are actually Aundairian Navy personnel, assigned to watch for foreign operatives using the Pole to spy on the nearby naval shipyards.

8. Sunset Club: This House Ghallanda restaurant located 185 feet up the tower caters to Lyrandar's high-end passengers with buttered lobster, succulent thunderherd steaks, and the finest Aundairian wines, including antebellum Bluevine and Orla-un vintages. Anyone treating a potential business partner to a meal at the Sunset Club (10 gp) gains a +1 circumstance bonus to Diplomacy checks made during the meal, or a +2 circumstance bonus if the meal includes one of the rare aged wines (100 gp per bottle). The executive chef, Rorin Ugra (male halfling expert 4/dragonmark heir 4), prepares a heroes' feast at half price for anyone holding a House Lyrandar ticket (not steerage class).

9. Docking Platform 3: This dock is identical to Docking Platforms 1 and 2. It is located at the top of the tower, 200 feet above ground level.

DOCKING TOWER AT STORMHOME



PRIVATE AND RESTRICTED ACCESS AREAS

These areas are only open to members of House Lyrandar or, in the case of the private rooms and the Queen's suite, to travelers who pay for their use. Such payment can be made at the lobby ticket booths.

10. Cargo Lift: Located on the opposite side of the tower from the passenger gondola, the clanky cargo lift deploys a steel crate, 10 ft. by 15 ft. with a 10 ft. ceiling, and is capable of lifting 4000 pounds at a speed of 15 feet per round. Two enchanted House Cannith braided rope cables support the lift crate.

House Cannith support cables: 5 inches thick, hardness 5, 60 hp.

11. Private Rooms: House Ghallanda, in cooperation with House Lyrandar, provides rooms for travelers to stay the night or for merchants who wish to conduct business privately. Each room contains one goose feather bed, a desk, two oak chairs, bluevine scent dishes, and at least one window. Private rooms cost 5 gp per night.

12. Queen's Suite: Queen Aurala of Aundair is known to meet with House Lyrandar matriarch Esravash in this sumptuous chamber. While the queen and her entourage can call for the suite at any time, the suite is actually sponsored by the Wayfinder Foundation. Any member can rent the suite for 10 gp per night (provided the queen isn't in residence). The room can accommodate four people and only one need be a Wayfinder. Anyone sleeping 8 hours here wakes especially refreshed and alert. Such a character gains 1 temporary hit point and enjoys a +1 competency bonus to Spot and Listen checks for the day.

13. Lyrandar Weather Research Station: House Lyrandar uses this domed chamber to further its knowledge of storm magic. The room has four capable guards (half-elf rogue 2/fighter 3) and is staffed by two capable wizards (half-elf wizard 7), the arcane-locked room is well defended. It contains a spare *wheel of wind and water*, two Siberys dragonshards, one Eberron dragonshard, a *storm sphere*, and any other plot items the DM places here. The *storm sphere* is an eldritch machine, part of the Lyrandar weather control system that keeps Stormhome a temperate paradise in the frigid Bitter Sea. Destroying the *storm sphere* causes hail and thunderstorms to assail the island for 2–5 days while the Lyrandar dragonmark heirs and storm mages struggle to regain control of the weather.

14. Airship Control Deck: Docking Master Nicolette d'Lyrandar (female half-elf aristocrat 2/monk 6; see below) oversees the entire docking tower from this deck, the highest vantage point on the Pole. Having spent a dozen years studying with the monks in the famous Orla-un monastery near Wyr, Nicolette runs a disciplined and efficient tower.

FIGHTING ON AN AIRSHIP DOCKING TOWER

The platforms, beams, and gondolas of the Pole are ideal for swashbuckling swordplay. They provide a challenging field of combat, though, due to the smooth worn wooden platforms, the tendency of portions of the tower to sway in the wind, and the moderate winds that persist even after the calming effects of the House Lyrandar storm mages.

Any creature that suffers damage in combat on the Pole must make a DC 8 Balance check to stay on his feet. If a creature fails the Balance check and was fighting on a platform, deck, or other "safe" surface, he falls prone on that surface. If he was fighting on more precarious footing and fails the Balance check, he must make a DC 12 Reflex save to catch a crossbeam and avoid plummeting to the ground. Winds rarely gust higher than moderate strength; on average, the tower only experiences high winds one half day per week. Consult the *Dungeon Master's Guide* page 95 for effects of high winds.

THE CLIMB TO THE CLOUDS

House Lyrandar sponsors an annual climbing contest at the Pole. The winner is the first to climb the scaffolding from the ground to Docking Platform 3 (100 feet up the tower); belays are allowed for safety. The purse offered for the winner is typically set around 4,500 gp, drawing competitors from all walks of life to Stormhome for a chance to make their fortunes.

Unfortunately, the purse (usually around 4,500 gp) inspires cutthroat competition, known to include *grease* spells, invisible snipers, and outright dueling on the scaffolding. While the rules state that no one may interfere with a climber's progress, the infamous "at the judge's discretion" clause in the by-laws often means that the annual judge (usually a celebrity) overlooks any interference so long as it is sufficiently entertaining to the audience that masses at the Pole's base.

See the *Player's Handbook* page 69 for information on climbing (climb speed is one-quarter the character's base speed; characters on belay who fail a Climb check do not fall but fail to advance that round).

The DM should schedule the annual Climb to the Clouds for whenever the PCs visit Stormhome. House Lyrandar agents can actively recruit PCs to enter the race, especially if the PCs have a reputation as swashbuckling heroes.

STAFF

House Lyrandar scions and employees view an assignment to anywhere on Stormhome as a working holiday. Given the high demand for the posts and the station's high profile as the flagship of House Lyrandar, only the house's best people are recruited for the Pole.

Typical Airship Stevedore CR 1

Male half-elf expert 2
NG Medium humanoid (elf)
Init +1; **Senses** low-light vision, Listen +1, Spot +1
Languages Common, Elven

AC 11, touch 11, flat-footed 10
hp 10 (2 HD)
Immune sleep
Fort +0, **Ref** +1, **Will** +3 (+5 against enchantment)

Speed 30 ft. (6 squares)
Melee mooring pole (treat as quarterstaff) +2 (1d6+1)
Base Atk +1; **Grp** +2

Abilities Str 12, Dex 13, Con 10, Int 8, Wis 10, Cha 10
Feats Toughness
Skills Balance +6, Climb +6, Craft (woodworking) +2, Diplomacy +2, Gather Information +2, Jump +4, Listen +1, Profession (sailor) +4, Search +0, Spot +1, Use Rope +6
Possessions mooring pole (treat as quarterstaff), 50-ft. rope, leather gloves, 2-for-1 lunch coupon for Scather's kiosk in Rat's Aerie, 2d4 gp

Nicolette d'Lyrandar, Docking Tower Master CR 7

Female half-elf aristocrat 2/monk 6
LG Medium humanoid (elf)
Init +4; **Senses** low-light vision, Listen +3, Spot +3
Languages Common, Elven

AC 20, touch 17, flat-footed 16
hp 49 (8 HD)
Immune normal disease, sleep
Resist evasion
Fort +8, **Ref** +9, **Will** +10 (+14 against enchantment)

Speed 50 ft. (10 squares)
Melee *+1 shock nunchaku* +8/+8 (1d6+1 plus 1d6 electricity) or
Melee unarmed strike +8/+8 (1d8) or
Melee *+1 shock nunchaku* +10 (1d6 plus 1d6 electricity) or
Melee unarmed strike +10 (1d8)
Base Atk +5; **Grp** +5
Atk Options *ki* strike (magic), Combat Reflexes, Stunning Fist (DC 16)
Special Actions Improved Trip
Combat Gear *potion of cat's grace*, *potion of blur*

Abilities Str 10, Dex 18, Con 12, Int 10, Wis 14, Cha 13
SQ slow fall 30 ft.
Feats Combat Reflexes^{B}, Great Fortitude, Improved Trip^{B}, Stunning Fist^{B}, Weapon Finesse, Weapon Focus (unarmed strike)
Skills Balance +13, Bluff +6, Climb +11, Diplomacy +13, Disguise +1 (+3 to act in character), Gather Information +5, Intimidate +3, Listen +3, Search +1, Sense Motive +4, Spot +3, Tumble +6
Possessions combat gear plus *+1 shock nunchaku*, *+3 bracers of armor*, *ring of feather falling*, kraken tentacle signet ring of House Lyrandar, leather pilot's suit, star sapphire necklace (4,000 gp), 21 pp, 18 gp

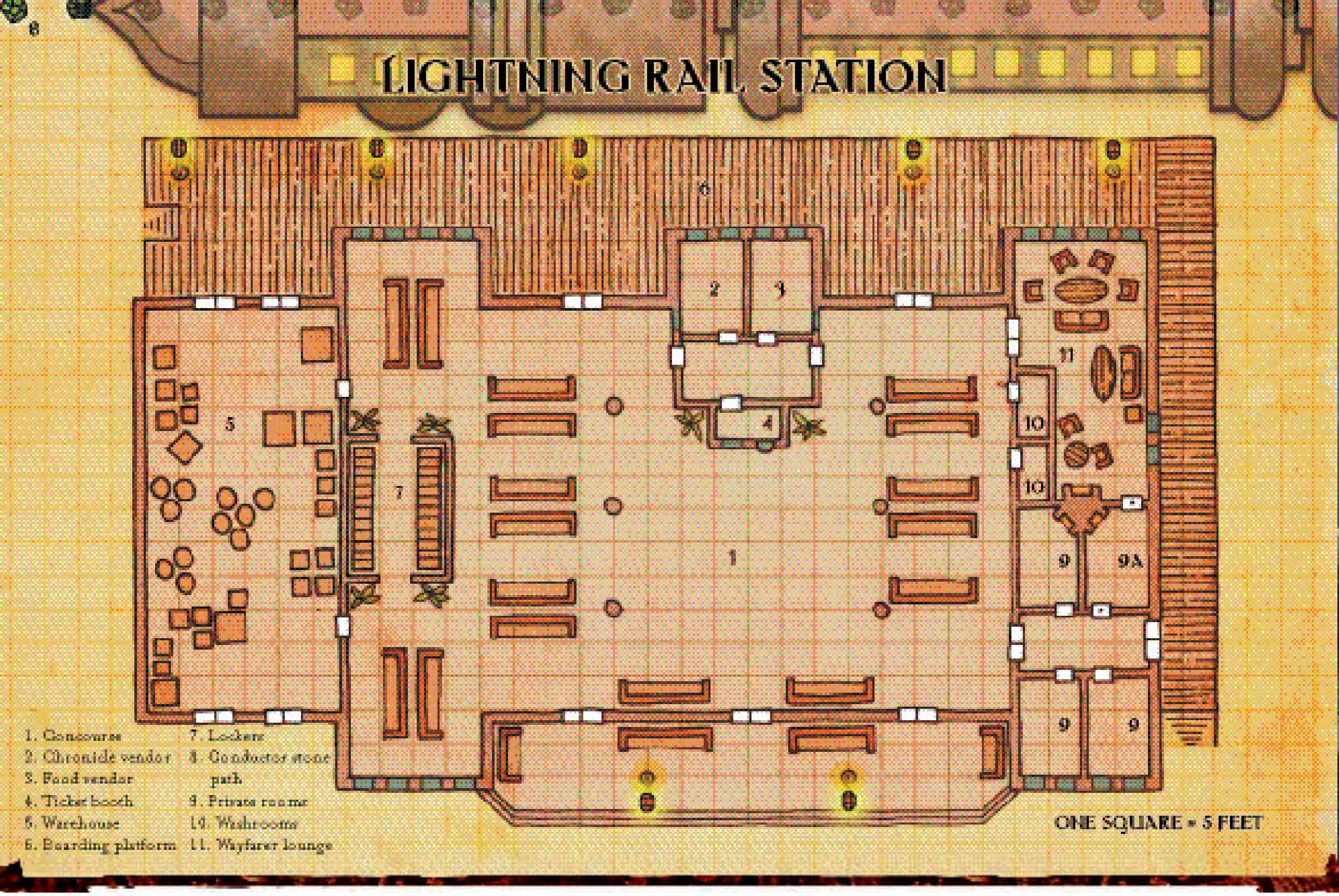
Nicolette does not possess a dragonmark, but she has risen to high rank in House Lyrandar by dint of persistent ambition and ferocious discipline. An austerely beautiful half-elf with piercing sapphire eyes, Nicolette understands that airship travel attracts the wealthy and powerful. Accordingly, she orders the docking station's priorities as follows: pamper the customers, tolerate the covert activities that attract business and traffic to Stormhome, and swiftly crush any espionage that threatens House Lyrandar, its property, or the safety of its customers. Nicolette is the reigning Climb to the Clouds champion, and she is considering defending her title in the next Climb.

ADVENTURE IDEAS

—The Order of the Emerald Claw believes that Stormhome is the resting place of a potent relic (actually a talon of Vol's green dragon father). The Claw agents approach the PCs while posing as Royal Eyes of Aundair and claim that they need a diversion, during which they will infiltrate Esravash d'Lyrandar's mansion and check her files. They ask the PCs to destroy the *storm sphere* in the Pole's weather observatory to send House Lyrandar into a panic. In reality, the Claw agents intend to use the diversion to smuggle the green dragon relic out of Stormhome.

—Morgrave University professor Mortimal Krasnak knows will be taking place in the Rat's Aerie between Professor Ruparthe Owen of Morgrave University and a drow from Xen'drik. Professor Krasnak wants to know why the drow is so far from home and what Professor Owen's interest is, and so hires the PCs to spy on the meeting and find out what he wants to know. The Professor and the drow are both disguised as human tourists dressed in shirts printed with gaudy soarwood leaf patterns (DC 25). They are meeting regarding the knowledge the drow has of a *sphere of annihilation* hidden in a giant ruin in Xen'drik.

—When the PCs arrive at the docking tower, the passenger gondola is dangling from a single cable. Two half-elf stevedores and three human tourists are calling for help, while four horrid giant owls tear through the remaining cable. The owls have been sent by Ashbound druids. They are attacking the tower in retribution after two House Lyrandar airships blew off course and traveled over protected portions of the Eldeen Reaches, offending the Ashbounds' sense of nature.



Lightning Rail Station

Lightning rail stations throughout the Five Nations have a similar look and feel because they are built to certain standards, the better to serve Orien's patrons. That said, individual stations have their own distinct touches based on their specific locations. For example, the station in Passage, the seat of power for House Orien, boasts a massive, multistoried structure designed to demonstrate the majesty and history of the great dragonmarked house.

Lightning rail stations are located in or just outside villages, towns, and cities along the conductor stone paths. There are no stations in the expanse between settlements, and no lightning rail coach will stop anywhere but at a station. From example, when a lightning rail coach leaves the station in Sharn, it makes a brief stop in First Tower, then travels to Wroat without making any additional stops along the way.

The lightning rail station floorplan provided here presents the basic station amenities that travelers will encounter throughout the Five Nations. Some stations may wind up being larger and more elaborate, but all follow this basic form and function. The typical station platform doesn't cover the entire coach, instead providing a gathering point and a means for entering through one of the coach's passenger carts. Only the largest stations, those in Passage, Fairhaven, Sharn, Flamekeep, and Korth, include platforms that stretch the entire length of a coach.

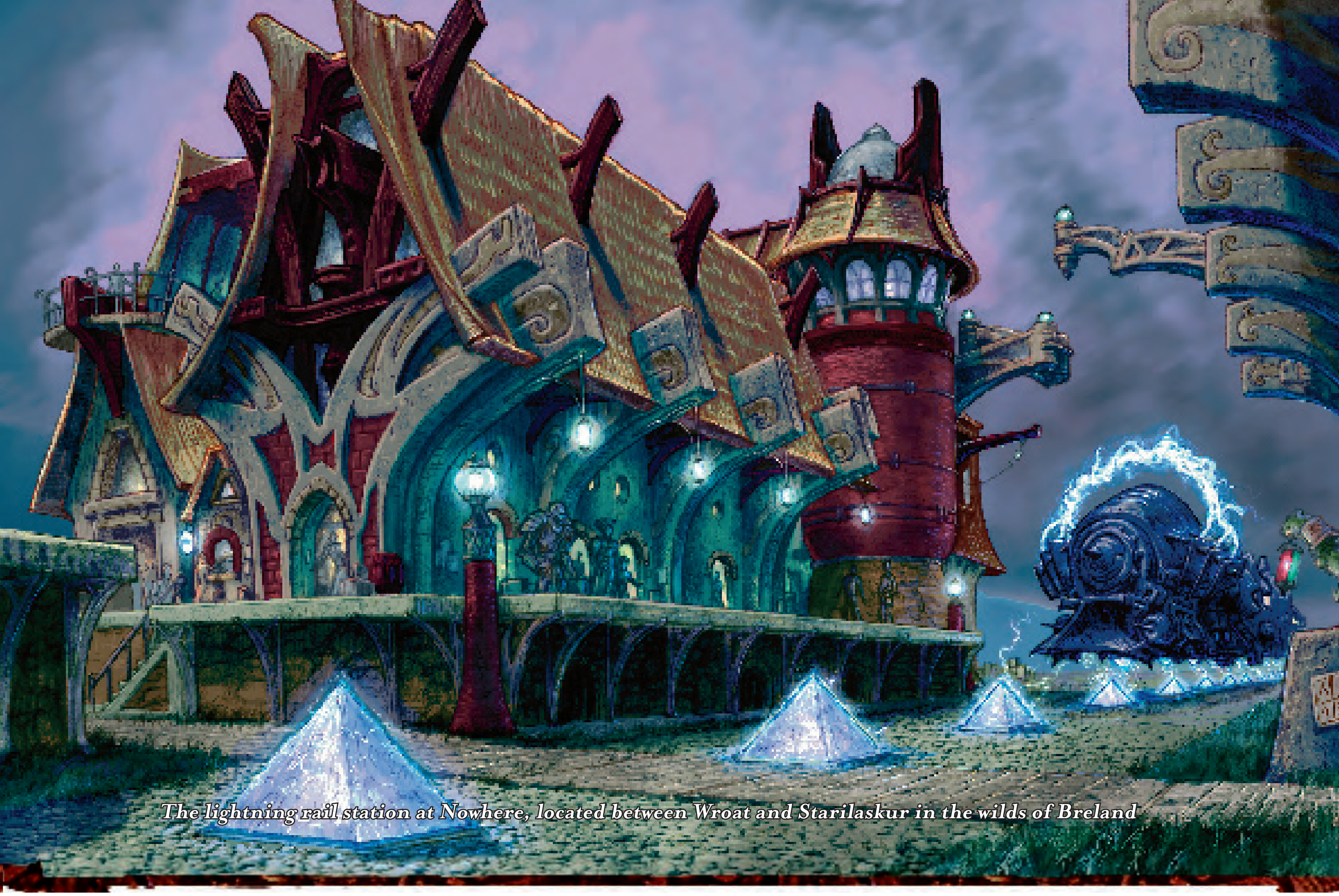
STATION AND BOARDING PLATFORM

White and gold *everbright lanterns* continually illuminate the typical House Orien lightning rail station. The floors of the public areas feature rose marble terrazzo. Ceilings reach heights of 18 feet, providing a feeling of space and grandeur, while the open-arched colonnade that covers the parallel conductor stone path rises to a height of 25 feet.

Walls: 9-inch-thick stone, hardness 8, hit points 135.

Doors: 1-inch-thick wood, hardness 5, hit points 10, break DC 13.

1. Concourse: Stairs lead up to a wooden porch that runs along the front of the concourse, where large wooden benches rest against the station wall. Inside, a unicorn mosaic on the terrazzo floor of the station signifies House Orien's proprietorship. Additional benches here provide a place for passengers to wait in some comfort, out of the weather, while a map on one wall shows the route of the lightning rail coach from this location to the nearest



The lightning rail station at Nowhere, located between Wroat and Starilaskur in the wilds of Breland

stations on the line, along with estimated arrival and departure times.

House Orien usually hires a single guard (human warrior 3) to patrol the station and keep the peace. Some locations use a pair of guards. Additional guards can be called in for special purposes or to protect important shipments or travelers.

Magic infused in the floor mosaic allows House Orien heirs with the Greater Mark of Passage to teleport to any lightning rail station, regardless of whether or not the heir has ever visited the location, as though they were "very familiar" with the place. On a successful use of the dragonmark ability, the heir appears atop the unicorn mosaic.

2. Chronicle Vendor: Most stations include a stall where chronicles are sold. The *Korranberg Chronicle* can usually be found throughout the Five Nations. Other chronicles might also be available, depending on where the station is located. Whether they are current or out-of-date depends on how conscientious the vendor is.

3. Food Vendor: Passengers can purchase fruit, meat pies, and other easy-to-eat items here. Selections depend on the time of year, availability, and the region in which the station is located.

4. Ticket Booth: Passengers can purchase tickets for the next lightning rail coach from this location. A safe in the booth (DC 30 Open Lock) typically contains 2d10 coins each of gold, silver, and copper plus 100 lightning rail coach tickets. A message kiosk located next to the ticket booth provides a place for travelers to read job postings, bounty notices, and other types of information. Consulting the message kiosk as part of a Gather Information skill use grants a +1 enhancement bonus to the check.

5. Warehouse: Cargo shipping out on the next lightning rail coach can be stored in this holding facility. House Orien utilizes House Kundarak magic to protect cargo, which includes mail and chronicles for distribution throughout the Five Nations.

6. Boarding Platform: The boarding platform consists of heavy wood planking, open on two sides, with a collonade-supported roof overhead. More benches can be found here, as well as the boarding stairs that welcome passengers onto waiting lightning rail carts. Miscellaneous cargo containers usually occupy the far end of the platform, filled with goods or luggage that is coming or going.

7. Lockers: These two-foot-wide, three-foot-tall, three-foot-deep lockers are available for lease at 6 sp per week. Paying the fee gets you a brass key for one unit. A DC 25 Open Lock check springs the mechanism without a key, though such activity can be conspicuous and might attract the attention of the station guard.

TABLE 3–1: SAMPLE LOCKER CONTENTS

d20	Contents
1–8	Empty.
9–10	Discarded *Korranberg Chronicle* detailing the First Battle of Vathirond, fought sixty-two years ago.
11–12	Evangelist literature from the Church of the Silver Flame, 1d4 sp.
13	1 dire rat and 3 infant dire rats nesting in four unreadable *Chronicle* issues.
14	Humanoid skull (scratches on skull can be traced to Xen'drik drow blades). Reroll any subsequent identical results.
15	Scroll case with map of Sharn, 25 gp letter of credit to House Kundarak, 2 irian crystals.
16	Valenar saddlebag containing 1 tanglefoot bag, 2 daggers, 20 arrows, a potion of *cat's grace,* and a diary in Elven discussing research into "The Destrier of Dhakaan."
17	A roiling centipede swarm that pours forth and attacks.
18	A flame-touched holy symbol of The Traveler, 2 flasks of acidic fire embossed with The Traveler's laughing face (flasks are unstable and break open the first time the PC who carries them takes damage, dousing him or her; Spot DC 25 notices the flasks' flaws).
19	A parchment packet containing 8 kieros leaves and a scroll of *death knell*.
20	Two flasks of *oil of repair* and a vellum portfolio, *Steel Genesis,* filled with line drawings of the Lord of Blades in various scenes. The poses include preaching from a cliffside, directing the founding of his Mournland base, and sparring with subordinates. Anyone using this portfolio gains a +4 insight bonus on Survival checks to track the sinister Lord to his base in the Mournland.

8. Conductor Stone Path: The line of *conductor stones* upon which the lightning rail coach travels runs beside the station platform, beneath the open-arched collanade.

9. Private Rooms: This private portion of the station features rooms for use by House Orien operatives, suites that can be rented by the day or week, and a Wayfinder Foundation travel lodge (9A) that is *arcane locked* (caster level 8). Access to the room is keyed to a keycharm that is given to every Wayfinder Foundation member upon induction. The room itself features four enchanted beds. Anyone who spends eight hours in one awakens especially refreshed and alert, gaining 1 temporary hit point and a +1 competency bonus to Spot and Listen checks for the next 24 hours. Only full members have access; no guests allowed.

10. Washrooms: House Orien takes pains to make its customers comfortable by providing public washrooms where they can refresh themselves after a weary day of travel, or while waiting for their appointed coach to arrive. There are two washrooms, one for males and one for females.

11. Wayfinder Lounge: In addition to the Wayfinder Foundation travel lodge, the Wayfinder Foundation also supports a comfortable lounge for Foundation and House Orien members, with comfortable chairs, reading material, a fireplace for chilly evenings and relaxing decor. The perfect place to relax for an hour or two while waiting for the next coach to arrive, the Foundation makes this available to members and their guests at no charge.

STAFF

A station master oversees every House Orien lightning rail station, with a number of support staff depending on the size of the station and the amount of traffic that passes through it on a regular basis. The following are a few typical members of a station's staff.

Typical Rail Hand CR 1/2

Male human commoner 1
LN Medium humanoid
Init +1; **Senses** Listen –1, Spot –1,
Languages Common

AC 11, touch 11, flat-footed 10
hp 7 (1 HD)
Fort +1, **Ref** +1, **Will** –1

Speed 30 ft. (6 squares)
Melee wrench (treat as club) +1 (1d6+1)
Base Atk +0; **Grp** +1

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 8, Cha 10
Feats Endurance, Toughness
Skills Climb +5, Profession (rail worker) +4
Possessions wrench, rail maintenance tools, polishing rags for conductor stones

Ivor d'Throthenhome, Station Master CR 1

Male human magewright 2
CN Medium humanoid
Init +1; **Senses** Listen –1, Spot –1
Languages Common, Dwarven, Elven

AC 11, touch 11, flat-footed 10
hp 5 (2 HD)
Fort +0, **Ref** +1, **Will** +2

Speed 30 ft. (6 squares)
Melee wrench (treat as club) +1 (1d6) or
Ranged thrown object +2 (varies)
Base Atk +1; **Grp** +1
Combat Gear tanglefoot bag, 3 vials of alchemist's frost
Magewright Spells Known (CL 2nd):
1st (1/day)—*grease* (DC 13)
0 (3/day)—*mage hand*
Spell-Like Abilities (CL 1st):
1/day—*dimension leap* 20 ft.

Abilities Str 10, Dex 13, Con 11, Int 14, Wis 8, Cha 12
SQ spell mastery (knows *grease* and *mage hand*)

Feats Deceitful, Least Dragonmark of Passage
Skills Craft (alchemy) +5, Craft (blacksmith) +5, Disguise +5, Forgery +4, Knowledge (history) +5, Knowledge (local) +6, Profession (rail worker) +5, Sleight of Hand +2, Spellcraft +6, Survival +1
Possessions combat gear plus leather overalls, wrench (treat as club), disguise kit, *Korranberg Chronicle* clippings detailing a train accident that took place at Fairhaven Station sixty years ago

Still spry at 83, Ivor is gangly and wrinkled with a shock of white hair. Once a promising station master on the fast track to Favored in House status, Ivor blamed himself for the Fairhaven rail disaster of 968 (thieves sabotaged the line on the approach to the Fairhaven station and an early morning coach derailed, crashing through the stained-glass windows of Fairhaven station and killing 47 passengers and pedestrians) and refused any further promotions.

Haunted by guilt, Ivor is very protective of his station and the *stones* around it. He is friendly and helpful to passengers, but anyone who remains at the station more than an evening without purchasing a ticket or who seems overly interested in the station, the coaches, or the *stones* encounters Ivor's paranoid side.

If he suspects that someone is trying to sabotage the line again, Ivor does everything in his power to confuse them and scare them away. He uses his *grease* and *mage hand* spells, along with his *dimension leap* ability and a dolgaunt disguise that he dons to scare travelers away.

Hazel d'Orien, House Courier CR 3

Female human expert 6
CG Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Dwarven

AC 11, touch 8, flat-footed 11
hp 27 (6 HD)
Fort +3, **Ref** +2, **Will** +7

Speed 30 ft. (6 squares)
Melee dagger +4 (1d4) or
Ranged dagger +2 (1d4)
Base Atk +4; **Grp** +4
Combat Gear scroll of *fireball* (CL 9th, DC 17), *wand of glitterdust* (CL 7th, 12 charges), 2 *potions of healing*
Spell-Like Abilities (CL 6th):
1/day—*mount*, *dimension door*

Abilities Str 10, Dex 10, Con 13, Int 12, Wis 10, Cha 12
Feats Iron Will, Least Dragonmark of Passage, Lesser Dragonmark of Passage, Skill Focus (Use Magic Device)
Skills Craft (leatherworking) +10, Gather Information +8, Knowledge (arcane) +10, Knowledge (geography) +10, Knowledge (local) +10, Profession (courier) +8, Ride +7, Survival +7, Use Magic Device +14
Possessions combat gear plus dagger, studded leather armor, 4 scrolls of *expeditious retreat* (CL 7th), scroll of *identify* (CL 3rd), magebred horse

A member of House Orien, Hazel grew up within the structure of the house hierarchy. In her younger years she had a taste for adventure that her elders found troubling, especially after she manifested her house's dragonmark, but upon reaching adulthood, Hazel found a way to use the two together in a way that benefits herself and her house: she became a house courier.

Hazel has her center of operations at the station, taking the mail that comes in by coach and delivering it to the more outlying towns and homesteads nearby. Most of the mail that comes through her hands goes to people in the area, though some gets forwarded to the next coach. When necessary (or if she's bored), Hazel will hire herself out for private jobs, taking letters, papers or small parcels from one location in the area to another, a service she refers to as "express" delivery.

As a result of her job, Hazel knows nearly everyone in the area—and everything they've got going on. She knows who gets letters and who never does, and a large portion of what goes in those letters as well. Anyone who needs to know more about the inhabitants within twenty miles of the station could do far worse than to ask Hazel.

ADVENTURE IDEAS

—A group of bandits is terrorizing the coaches that run out of Starilaskur in Breland, specifically those that run past the Dragon's Crown down to Sharn and also through Sterngate into Zilargo. The local Breland authorities have had no luck finding the raiders, so House Orien is offering a reward of 1000 gold or free lightning rail travel for a year for any group who can find and capture the bandits. The locals seem determined to protect these individuals, though: is it fear or affection that keeps them quiet?

—While the PCs are traveling, they find a stowaway in their bunk. The young girl is obviously a runaway, around 13 years old, wearing boys' clothes and with her hair chopped off at odd angles in what passed for a disguise. She gives her name as Mara and begs for their help in getting to Sharn, saying that she's desperate to reach her ailing father there. What she doesn't tell them is that her real name is Austasia Wreyna Dimara ir'Wynarn, Princess of Aundair and niece to Queen Aurala. Dimara is fed up with life at Fairhaven and wants to become an explorer, but neither her father nor aunt have any intention of allowing this to happen—especially at her age. They've discovered that she's missing and raised an alarm. Will the characters discern the truth in time, or take the fall for kidnapping a royal of the ir'Wynarn line?

—The PCs are contracted by House Sivis to guard Zellwether d'Sivis, a gnome from Korranberg as he travels via lightning rail to Fairhaven on house business. Zellwether has a private cart at his disposal and very little inclination to roam, so it seems as though it will be an easy task. Zellwether has a secret, however: he is working with Prince Adal of Aundair to frame the queen's consort, Sivis, and drive him out of court. When assassins attack the cart en route, the characters must defend him if they can, at least until they find out the truth.

THE CRIMSON SHIP

Out of the fog glides a battered warship, its red-stained sails the only clues to its supernatural nature. This legendary Crimson Ship sails beyond the coasts of Khorvaire, visiting every part of Eberron—and the planes that lie beyond all but the most powerful spellcasters' reach. It follows no discernible route, wandering across the seas of many worlds, seemingly at random. The ship's mysterious captain takes passengers wherever they wish to go—provided they accept the terms he offers to everyone who comes aboard.

The captain's bargain is a simple one: if the characters fight a battle for him, he will take them wherever they wish to go. Those who accept his bargain and come aboard the Crimson Ship might find themselves facing anything from the daelkyr of Xoriat to the dragons of Argonessen. If they fight well and uphold their end of the bargain, the captain will sail the Crimson Ship anywhere they like—even places no ordinary ship could go.

The Crimson Ship is perhaps the fastest mode of transportation in this book, capable of crossing thousands of miles (or even the barriers between planes) in just a few fog-shrouded minutes. It is also an adventure site, because it comes with a memorable battle that probably has no overt connection to the ongoing narrative. In design terms, it is that rarest of beasts: a chance to get wherever you need to go at great speed with exactly one good fight along the way.

Lands: The Crimson Ship is most often spotted along the Khorvaire coast or between Khorvaire and Xen'drik, although that might be simply because most of the observers are there. It makes extensive use of *plane shift, shadow walk,* and *gate* effects to reach its destinations, so few places are beyond its reach. It has been sighted in Scions Sound between Aundair and Karrnath, the Dagger River near Sharn, and Blackwater Lake in the Shadow Marches. It has also been found floating in deep bogs in Q'Barra's Basura Swamp and in the lightless aquifers of Khyber. Some windwright captains of House Lyrandar have even reported seeing glimpses of the Crimson Ship in heavy stormclouds, suggesting that the vessel is capable of magical flight as well.

Because mist, fog, and other inclement weather almost always surrounds the ship, it's difficult to tell exactly how the Crimson Ship gets from place to place. The weather is usually too bad to see whether landmarks recede in the distance or disappear suddenly as the ship enters another dimension.

Getting There: The Crimson Ship might be the fastest form of transportation, but it's hardly the most reliable. The ship has no schedule. At a given point in time, it could be nearly anywhere. Some bards and loremasters conjecture that the ship responds to need. Folk tales abound of desperate men saved by the appearance of the Crimson Ship from certain doom at the hands of monsters, pirates, or shipwrecks. Others believe that there is a pattern to its wanderings, even thought the captain does not admit to such a thing if queried.

Those who study the tales of the ship notice three common story elements. It almost always appears during bad weather; it often appears shortly after blood has been spilled on land, then flows into the sea; and it appears in places where few witnesses other than the would-be passengers can observe it. The Crimson Ship won't necessarily come if you stand on a desolate beach, bleeding while a tropical storm rages around you, but it is safe to say under those circumstances that you've done all you can to make it happen.

Appearance: Other than the red-stained sails, nothing is particularly remarkable about the Crimson Ship's appearance. It's a battered warship, with countless dents and grooves along its hull where it has scraped reef and rock. Wooden carvings along its rails are so worn with wind and age as to be almost unrecognizable. The only carving with any detail in it is apparently the ship's true name, but it in carved into the stern in a strange alphabet beyond the ken of even learned sages.

Travelers with experience on the high seas will notice something else unusual—other than the grey-robed captain standing at the rail, the ship has no crew. Lines move of their own volition and the sails raise and lower of their own accord. At the captain's mental direction, oars emerge from their locks and begin rowing, although the rowers' benches are deserted.

FEATURES OF THE CRIMSON SHIP

A dromond of the Crimson Ship's size would ordinarily have a crew of 200 and room for 150 tons of cargo. The inside of the Crimson Ship is almost entirely given over to dozens of luxurious staterooms. The captain has his own quarters, map room, and several cargo holds—all ironbound and locked with superior locks (DC 40), *arcane lock* spells, and a *symbol of death* on the inside for those who bypass the door. Some travelers aboard the Crimson Ship report that the ship seems bigger on the inside than it is on the outside, suggesting that at least part of the interior may exist extradimensionally.

THE JOURNEY

For most travelers, boarding the Crimson Ship is a welcome respite—especially if they're on a sinking ship, fleeing trouble on the shore, or just stuck in the middle of a storm. The first appearance of the Crimson Ship is often a surprise to the traveler. Fog or driving rain diminish vision to the point that the Crimson Ship is nearly upon would-be passengers before they even see it. If the captain is using the ship's oars, they can be heard normally (Listen DC 10, modified by distance and weather), and keen-eared characters might hear the creak of lines or the rustle of a luffing sail (Listen DC 20).

When the Crimson Ship makes its first appearance, the captain is often at the bow railing, where he'll use his spells and abilities to keep the characters safe long enough to reach his gangplank. Then he'll make his offer.

"I offer you refuge aboard the Crimson Ship, which will take you anywhere you wish to go, whether on this sea or another," the Captain says. "Along the way, I ask only this: Fight a single battle as I direct against fairly matched foes . Do this and I'll take you anywhere."

The departure is equally mysterious. Fog and mist gradually accumulate around the Crimson Ship's hull, even if the wind and surrounding weather would normally prevent such conditions, then the outside world slowly disappears from view.

Usually the characters are the only passengers on board the Crimson Ship. The captain usually takes passengers to their battle, then to their destination, then picks up new passengers. But especially if you need to introduce a new character (whether PC or NPC), you can have one of the Crimson Ship's staterooms be occupied when the characters embark.

Only the captain knows how long a journey will take, although he usually tells passengers how long it'll be before the ship's next port of call. Because the captain expects passengers to fight on his behalf, he'll provide ample time within the safety of the ship for characters to heal and prepare spells. After the battle, the captain will let characters rest aboard the Crimson Ship before they disembark at their destination.

THE CAPTAIN

The captain is a figure of mystery. He's clearly an ultroloth, but he doesn't have an evil aura. His past is unknown, as are his reasons for crisscrossing the known world aboard the Crimson Ship. He speaks little, and when he does, what he says is vague or cryptic. (For complete details of the ultroloth, see *Monster Manual III* page 204.)

The Captain is being mysterious on purpose. Fewer people will interfere with his voyages if no one knows his true purpose. There are some clues—the conqueror game described below among them—that the Captain's actions are constrained by an unseen force. That force might be keeping him quiet as well.

The Captain wears a gray, hooded robe, but the hood is often thrown back in high winds. Beneath the voluminous robe, his bald pate and his glowing amber eyes are his most striking features. Like most ultroloths, the Captain is dark-skinned and a slim 6 feet tall.

THE CAPTAIN CR 14

Male ultroloth
N Medium outsider (extraplanar, yugoloth)
Init +3; **Senses** Listen +20, Spot +22
Languages telepathy 100 ft., Abyssal, Draconic, Infernal

AC 31, touch 13, flat-footed 28
hp 171 (18 HD); **DR** 15/good
Immune poison, acid
Resist cold 10, fire 10, electricity 10; **SR** 25
Fort +19, **Ref** +17, **Will** +18

Speed 20 ft.
Ranged touch +22 (*enervation, scorching ray*, or *ray of exhaustion*) or
Melee *+3 trident* +22/+17/+12/+7 (1d8+4)
Base Atk +18; **Grp** +19
Atk Options Precise Shot, Point Blank Shot, quickened *scorching ray* 3/day
Special Actions summon 1d4 nycaloths[1] (1/day, 35%), greater teleport (at will; self and 50 lb.)
Spell-Like Abilities (CL 18th):
3/day—*mass suggestion* (DC 21), *binding* (DC 23 or lower; see *PH* 204), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *symbol of death* (DC 22)
At will—*scorching ray* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *ray of enfeeblement* (+22 ranged touch), *wall fire, prying eyes, scrying, fear* (DC 18), *deeper darkness, see invisibility, suggestion* (DC 18), *desecrate, gaseous form, alter self, invisibility*

Abilities Str 13, Dex 16, Con 21, Int 20, Wis 15, Cha 19
Feats Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray)

CRIMSON SHIP AT A GLANCE

The Crimson Ship's exact abilities remain mysterious, but in combat, it behaves much like a well built, unusually sturdy dromond.

Crimson Ship: Colossal vehicle; Seaworthiness +0; Shiphandling +2; Speed wind × 20 ft., or oars 30 ft. (nautical average); Overall AC –1; Hull sections 60 (sink 15 sections); Section hp 100 (hardness 15); Section AC 5; Rigging Sections 2; Rigging hp 100 (hardness 10), AC 3; Ram 4d6; Space 100 ft. by 20 ft.; Height 15 ft. (draft 15 ft.); Cargo 50 tons (Speed wind × 10 ft. or oars 15 ft. if 25 tons or more).

Skills Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +26, Knowledge (geography) +15, Knowledge (history) +16, Knowledge (the planes) +26, Listen +20, Move Silently +21, Profession (sailor) +23, Search +23, Sense Motive +21, Spellcraft +28, Spot +22

Possessions *+3 trident, +2 glamered full plate, +3 cloak of resistance*

1 If *Monster Manual III* is not available, replace nycaloths with any appropriate extraplanar creature from the *Monster Manual*. Some suggestions are barbed devils, noble salamanders, and gray slaad.

The Captain uses his telepathy only when he doesn't share a language with those to whom he's speaking. He prefers to use his real voice, speaking in raspy, measured tones. He also has a habit of letting his sentences trail off into nothingness, as if he's reconsidered what he's saying and has moved on to more important thoughts.

During a voyage, the Captain spends most of his time on deck or in his locked stateroom. Once per day, he makes a point of visiting each passenger stateroom and briefly inquiring into the welfare of his passengers. He also uses his *prying eyes* spell-like ability to have floating eyeballs monitor the ship's gangways. Staterooms are not included on routine patrols.

Before the Crimson Ship arrives at the battle site the Captain has selected, he will tell the passengers what they'll be fighting and anything they else need to know (see the sample battles below). He'll use his *geas/quest* ability only if PCs seem reluctant to undertake the battle set before them. The Captain also tells the PCs in advance that he plans to *scry* on them, so they won't be surprised later if they detect the magical sensor.

The Captain usually remains on board during the battle, but he monitors the PCs' progress with *prying eyes* and *scrying*. If the PCs wind up over their heads despite fighting bravely and well, the Captain may *teleport* to the battle site and aid them with his suite of spell-like abilities.

When the PCs return to the Crimson Ship, the Captain thanks them, then walks to the ship's ward room. Once there, he sits down at a table with a game of Conqueror (a strategic board game not unlike chess). He moves a single piece to a new space, then returns to the deck to set the ship in motion. He won't answer questions about the Conqueror board and won't abide anyone tampering with it. He'll produce a second Conqueror board if the PCs challenge him to a game, and will play efficiently and silently.

ENCOUNTERS ABOARD THE CRIMSON SHIP

The Captain's "fight a battle for me" bargain may have some larger purpose, but it's also a chance to give PCs a no-strings-attached battle against enemies they wouldn't necessarily face during their ongoing explorations. Below are sample encounters from EL 5 to EL 15. Feel free to change these or develop your own encounters.

The Captain will typically give the PCs a battle with an encounter level one or two points higher than their average level. Because the PCs have time to prepare beforehand and time to rest afterward, such a fight should be a tough challenge but not overly lethal.

Each battle comes with a treasure reward. Either roll randomly on Table 3–5 of the *Dungeon Master's Guide* or design a specific treasure that meets the needs of the ongoing adventure. The Captain seems to have some connection to mysterious, oracular forces, so it's definitely in character for him to give the PCs a chance to earn an item that'll be particularly useful when they reach their destination.

Test of the Six Maws (EL 5): PCs must defeat a six-headed hydra. The hydra sleeps in a small inlet near a deserted stretch of beach. The hydra is in about 4 feet of water, which gives it cover from PCs attacking from nearby beach squares. Hydra: *Monster Manual* page 155. Water (deep pool): *Dungeon Master's Guide* page 64. Underwater Combat: *Dungeon Master's Guide* page 93.

Treasure: A few skeletal figures are half-buried in the muck at the edge of the hydra's inlet (Search DC 15). PCs who find the skeletons discover that together they have a CR 5 standard treasure—limited to goods and items that can withstand being buried in mud for years.

Hunting the Hunters (EL 6): The characters must get from one end of a mile-long tropical island to the other while two displacer beasts stalk them. A series of

CONQUEROR

Board games such as Conqueror are popular across Khorvaire; only gambling games (cards and dice) are more broadly familiar to citizens of every nation. Conqueror is one of the oldest boardgames, dating back 3,000 years to the time of Karrn the Conqueror, who reputedly used it to test his subordinates' strategic thinking.

To play the game, the PC will need to make an opposed Knowledge (history) check against the Captain. Characters with 5 ranks in Bluff or 5 ranks in Sense Motive get a +2 bonus on Knowledge (history) checks for this purpose. Characters with 5 ranks in both skills get a +4 bonus. If characters want to play Conqueror but don't have ranks in Knowledge (history), the Captain will briefly explain the rules of the game, allowing a PC to make a Knowledge (history) check untrained as an exception to the Knowledge rules.

winding trails criss-cross the dense jungle island; PCs that stray from the trails will have to contend with trees and undergrowth. Displacer beast: *Monster Manual* page 66. Dense forest terrain: *Dungeon Master's Guide* page 87.

Treasure: The displacer beasts have no treasure, but the Captain rewards PCs with a CR 6 double standard treasure from the Crimson Ship's stores.

Blaze Amid the Chill (EL 7): The Crimson Ship emerges in an alpine lake. The PCs must fill a chalice with water from a spring that emerges near the top of a glacier—just up the hill from the lair of a remorhaz. Remorhaz: *Monster Manual,* page 214. Mountain terrain: *Dungeon Master's Guide* page 89. Cold dangers: *Dungeon Master's Guide* page 302.

Treasure: The remorhaz's lair has only bones, but the Captain rewards PCs with a CR 7 double standard treasure from the Crimson Ship's stores.

Relic of a War-torn Past (EL 8): In the Mournlands, a warforged titan mindlessly attacks the ruined walls of a city. While the Crimson Ship waits in Lake Cyre, the PCs must end his rampage. Warforged Titan: *EBERRON Campaign Setting* page 302. Mournland: *EBERRON Campaign Setting* page 188. Urban terrain: *Dungeon Master's Guide* page 99.

Treasure: The warforged titan has no treasure, but a few hours of searching the ruins (either before they find the titan or afterward) uncovers a CR 8 double standard treasure.

Dead Calm (EL 9): A becalmed sea of sargasso kelp holds the floating wreckage of dozens of warships. Amid the flotsam and jetsam are two vampire fighters, who leap aboard as the Crimson Ship passes nearby. The Captain is too busy navigating through the wreckage to fight the vampires himself. 2 5th-level human vampire fighters: as *Monster Manual* page 250. Aquatic terrain: *Dungeon Master's Guide* page 92.

Treasure: The vampires each have CR 7 double standard treasures, but they're limited to what they can carry as they float on the maritime wreckage.

Order of the Bonegrinders (EL 10): In a vast underground lake, the PCs come ashore on an island with a beach of crushed bone. Four dolgaunt monks challenge the PCs to an "honor duel." Dolgaunt monk: *EBERRON Campaign Setting* page 281. Light rubble: *Dungeon Master's Guide* page 60.

Treasure: A locked treasure chest (DC 25) on the island has a quadruple-standard CR 6 treasure inside.

Eternal Sleep Disturbed (EL 11): In a ruined keep in the mountains of Darguun, three carcass crabs are systematically digging their way into the catacombs. The PCs must kill or drive off the crabs, then seal the crypts. Carcass Crab: *EBERRON Campaign Setting* page 277. Crypts: *Dungeon Master's Guide* page 63.

Treasure: The crabs have CR 8 triple standard treasure attached to their exoskeletons—items only (mostly armor if you're customizing the treasure to suit the needs of your PCs).

Sailing the Sea of Fire (EL 12): In the volcanic Lake of Fire in the Demon Wastes, the Crimson Ship chases down a longboat with one rakshasa and two zakya rakshasas on it. The characters must board it and bring back the rakshasas' heads. Both the Crimson Ship and the rakshasas' longboat are magically protected from the heat, but one good bull rush will plunge an enemy into the lava (though it may result in the loss of a head). Rakshasa: *Monster Manual* page 211. Zakya Rakshasa: *EBERRON Campaign Setting* page 297. Heat dangers: *Dungeon Master's Guide* page 303.

Treasure: The rakshasas' longboat has a CR 10 double standard treasure on board in an unlocked fireproof strongbox. The rakshasas will definitely use any treasure items (such as magic weapons, armor, or potions) in their own defense.

The Unblinking Eye (EL 13): The Crimson Ship glides through a connected chain of bogs in a hide-and-seek game with a beholder. The Captain is too busy navigating the ship to assist in the fight. Beholder: *Monster Manual* page 25. Marsh terrain: *Dungeon Master's Guide* page 88.

Treasure: After the fight, the Captain will open the Crimson Ship's stores to give the PCs a CR 13 double standard treasure.

Tentacle of the Storm (EL 14): In the open ocean, two krakens first use their *control weather* spell-like abilities to create a thunderstorm with severe winds and rain, then attack the Crimson Ship. The Captain is too busy keeping the ship from foundering to assist in the fight. Kraken: *Monster Manual* page 162. Weather: *Dungeon Master's Guide* page 93.

Treasure: Once the weather clears, the Captain will explain that the krakens' lair lies nearby on the ocean floor. PCs who dive deep enough to reach it find 2d6 sunken ships, each with a CR 12 treasure inside.

Chase at Winter's Heart (EL 15): In an arctic sea, the characters must chase down two ice devils who are leaping from ice floe to ice floe (treat the ice floes as ice sheets 1d8 × 10 feet across, with 1d4 × 10 feet separating one from the next). The ice devils are looking for something trapped in the ice, which is why they won't *fly* or *teleport* away. Ice devil: *Monster Manual* page 56. Ice sheets: *Dungeon Master's Guide* page 91. Cold dangers: *Dungeon Master's Guide* page 302.

Treasure: 1d6 feet away from the point where the battle takes place is an ironbound chest barely visible (DC 20 Search check) under 10 feet of ice. Inside the chest is a CR 13 double standard treasure.

GLITTERDUST NIGHTCLUB

The Glitterdust is a smoky nightclub in Sharn, legendary among adventurers. Lord Boroman ir'Dayne's Frostfell expedition launched after a night of revelry here. The royal Aundairian twins Wrel and Wrey danced on the tabletops before they set off on their Dragonreach excursion. The house band is the Jumping Horns, and hobgoblins in jet-black glamersuits guard the doors against the canaille. The hobgoblins collect all weapons at the door, enforcing the policy of the current owner, Vachel Thrace (NG male human rogue 5/bard 1). When asked about his policy, Thrace observed, "The ladies don't like blood on the dance floor."

Lands: The nightclub is located in the Mark Tower of Sharn. The south wall is Brelish glass and provides a stunning nighttime view of the City of Towers.

Getting There: A wrought-iron spiral staircase ducks under the Bridge of Giants to provide access to the club. The hobgoblin bouncers (LN male hobgoblin fighter 2; Sense Motive +5) only admit nobles and those on the guest list. Forged identifications papers can get a visitor inside if the bouncers fail to detect the forgery, but if a "noble" does not spend at least 200 gp in the first hour, the hobgoblin security staff makes a DC 15 Sense Motive check to notice that something is amiss. Placing one's name on the guest list requires contacting the club in advance, fronting a 10 gp cover charge per name, and succeeding at a DC 15 Diplomacy check. A character with at least 5 ranks in Knowledge (nobility) gains a +4 synergy bonus on his Diplomacy check.

Appearance: Wailing shardhorns, deep bass, and the lilting contralto voice of Minette Rouge (CG female half-elf bard 5; Perform +7) fill the club every night. Hart Brantby (NG male gnome bard 6; Perform +9), the conductor who doubles as shardhorn soloist, is fond of taking his instrument onto the dance floor and wailing away among the dancers.

The interior of the club is dramatically dark, with the only light coming from the red crystal *everbright globes* on the small cabaret tables and the luminous purple and red illusory glitter constantly snowing from the ceiling over the dance floor. The clientele is glamorous: nobles with thunder guides about to go on safari, dragonmarked house scions enjoying the fruits of their monopolies, and Sharn debutantes celebrating after the conclusion of their official ball.

FEATURES OF THE GLITTERDUST NIGHTCLUB

The main room is divided into a dining and lounge area with leather upholstered booths and tables, the dance floor, and the bandstand. Swinging doors next to the bandstand lead to the kitchen and business office.

Bandstand: Hart Brantby and his Jumping Horns love to welcome famous guest musicians. Anyone with 6 ranks or more in a Perform (instrument) skill can play with the Jumping Horns for the evening and earn 1d6 gp multiplied by his Perform check, to a maximum of 200 gp. A musician cannot take 10 or take 20 on this check.

Dance Floor: The floor is always crowded while the club is open. The only exceptions are the club's special performances, which are publicized in advance except on very rare occasions. On these nights, the dance floor is turned into a stage and an illusionist, an escape artist, or a big game hunter entertains the crowd.

Big game hunters who bring back vicious monsters from the Shadow Marches or Xen'drik often rope off a dais where the creature is kept. They challenge the audience members to go "Three Rounds with the Beast." Winners earn 100 gp per hit die of the animal. No weapons are allowed. The monsters deal lethal damage but are confined to the ring; it is incumbent upon the challenger to leave the ring before he or she is mauled to death.

Roll on the accompanying table to determine the monster in "Three Rounds with the Beast."

d8	Opponent
1	Horrid ape
2	Carver (Deinonychus)
3	Owlbear
4	Dire wolverine
5	Girallon
6	Displacer beast
7	Monstrous large scorpion
8	Gray render

One of the most popular games in the lounge at the Glitterdust is Zilargo Darts. See the sidebar for details on this game, prospective opponents, and possible winnings. Vachel Thrace has a standing challenge to his customers: anyone who can score 15 or more points against him in Zilargo Darts wins a Cor'Dran Empire platinum dart finned with couatl feathers. He recovered the dart from a sunken giant city in Xen'drik near the end of the Last War. It is worth 1,120 gp.

Tables and Lounge Booths: The food and spirits at the Glitterdust are exquisite. Thunderherder bacon, vanilla-honey petit fours, and brandy from the Orla-Un valley in Aundair are the highlights of the menu. The nightclub is so highly regarded that if a captain treats his crew to a night of revelry here the evening before launch, each member of the crew gains a +1 morale bonus on all Profession (sailor) checks and on all saves made against fear for the duration of the voyage. Treating the crew costs 25 gp per crewmember.

In addition, a House Ghallanda master chef is on retainer in the kitchen. He can prepare a *heroes' feast* for the standard price. Because the Glitterdust wants to retain its position as the leading nightclub among elite explorers, it quietly pays a 100 gp fee to any Thunder Guide who introduces his employer or traveling companions to the club.

Prospective diners should be on their guard. Because of the dim red *everbright globe* lighting and the packed conditions, any Sleight of Hand checks made to pickpocket items gain a +2 circumstance bonus. The lounge is also ripe with rumormongering; Gather Information checks gain a +2 circumstance bonus here.

ENCOUNTERS AT THE GLITTERDUST

From Skyway aristocrats to Cogs miners who have stumbled across a golden Dhakaani heirloom, Sharn's wealthiest citizens come to be entertained at the Glitterdust. On any given night, one or more of the following could happen.

—Graspar Vength (N male gnome bard 3/rogue 3) lost the club to Vachel Thrace in a game of Zilargo Darts sixteen months ago. After forging a deal with House Thuranni to allow the Shadow Network to use the Glitterdust as a front once he recovers ownership, Graspar moves to strike.

Along with six Thuranni agents (CE male elf rogue 4) and three iron defenders, the vindictive gnome wraps himself in concealing black gauze and assaults the club during its busiest hour. He hopes to slay as many people as possible, with the hope that Thrace will be discredited and forced to relinquish the title back to him.

—A crash and the scream of splintering wood stop the Jumping Horns in mid-measure. With a mighty goblinoid war cry, Rak Torkaan charges into the room. Armored in the spiked full plate of a Ghaal'dar warlord, the hobgoblin brandishes a serrated falchion and cuts a path to the bandstand. He has planted his own warriors on the Glitterdust security staff; still wearing their jet-black glamersuits, the four hobgoblin bouncers charge the bandstand with him.

Rak's target is his first-born son, Mulk, a mighty hobgoblin warrior who has spurned his father's warband to play the shardhorn in civilized Khorvaire. Mulk (LN male hobgoblin fighter 1/bard 1) begs the PCs to help him so that Rak (LE male hobgoblin fighter 5) cannot drag him back to Darguun.

—Lady Elspeth d'Wrallin (N female half-elf aristocrat 1/expert 3; Bluff +9, Forgery +4) is carousing with her friends and tossing 10 gp rubies to the waitstaff. Quite caught up in the merriment of the evening, she beckons the PCs to her side and vouchsafes a secret: her husband passed away recently, leaving behind a store of Xen'drik artifacts. Rather than go to the trouble of selling them at auction, she is willing to sell them to the PCs. She claims that the rainbow fan is made from lillend feathers, the emerald comb is a Esh'tarn Age barrette, and the iron jar is a drow burial vessel. In fact, the fan and comb are worth only 75 gp each, though Elspeth demands ten times that amount. The iron jar contains a bound hellcat that springs free and attacks its bearer the first time either the jar or its bearer enters the area of effect or is the target of a divine spell.

ZILARGO DARTS

In this game, two players alternate throwing darts from a 10-foot distance at miniature, illusory monsters leaping and squealing across a magewright-crafted landscape board. Because the growling and fire-breathing monster figments behave realistically, a knowledgeable player can anticipate the monsters' moves. A player can add his ranged attack bonus, his Knowledge (nature) modifier, or his Knowledge (arcana) modifier to his d20 roll when determining which monster he skewers. Play is over after three darts each have been tossed; the high score wins. Ties are broken by a single extra throw.

Result	Monster	Point Value
1–10	Worg	1 point
11–15	Bulette	2 points
16–19	Gorgon	2 points; opponent suffers –10 penalty on next throw
20	Warforged	2 points; thrower's next dart scores double
21–25	Fire giant	3 points
26+	Green dragon	5 points

Called Shots: A player can declare a called shot before a throw. If he rolls 10 higher than the minimum for his target, his called shot is a success. For example, a called shot to a gorgon succeeds on a roll of 27 or higher. If a called shot misses, the throw scores zero points.

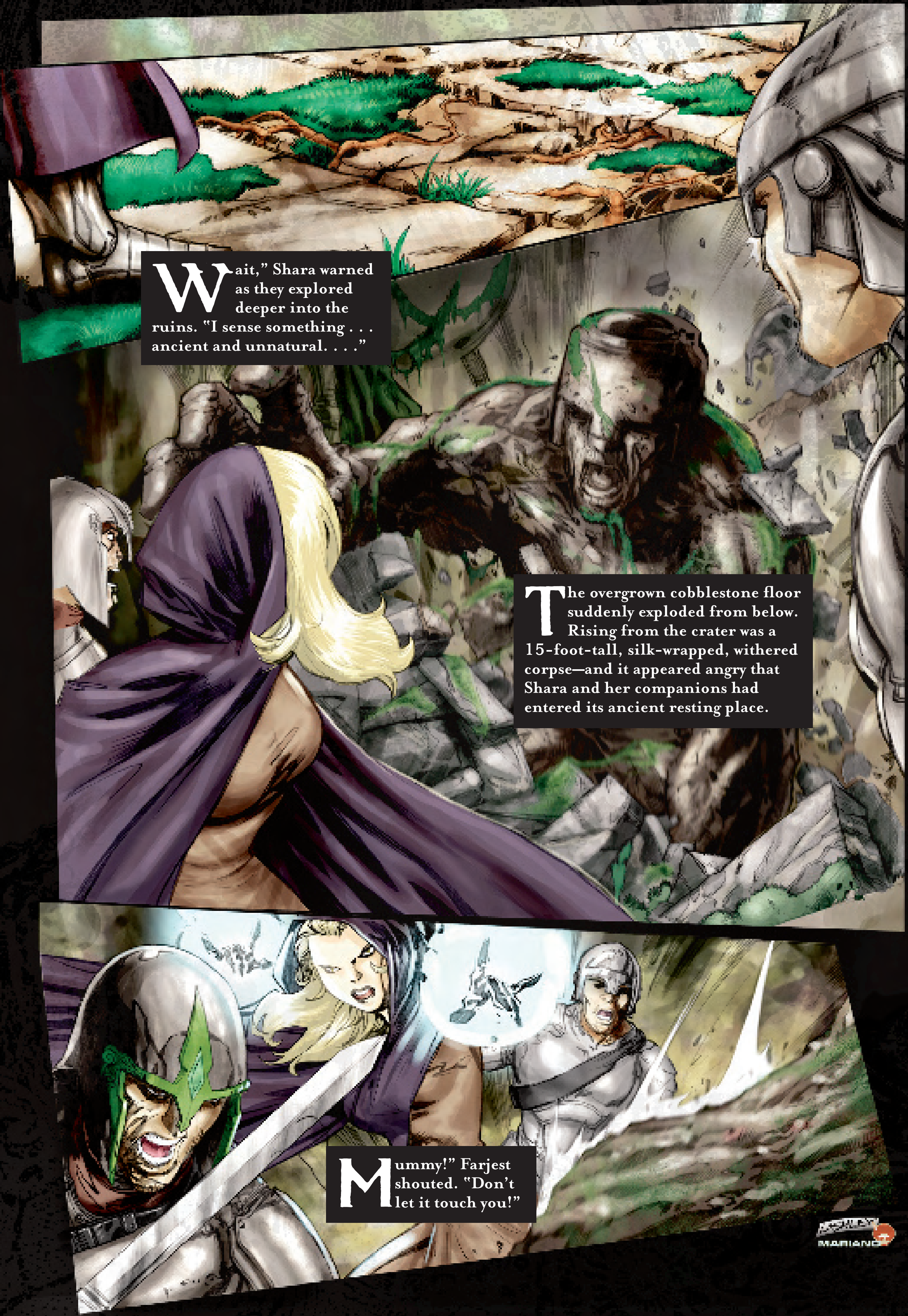
Opponents: The following Glitterdust regulars enjoy playing and wagering on a game of Zilargo Darts.

A professor of history at Morgrave University, Herribold Gravesande (LN male human necromancer 5; Knowledge (arcana) +9) wagers up to 15 gp per game.

Martillon ir'Bauschre (CE male human aristocrat 3; Bluff +8, ranged attack +5) is an underachieving noble wastrel. He places a minimum of 50 gp on himself and he becomes increasingly frustrated with losing. If he loses more than 150 gp to a PC, he sics his three bodyguards on the PCs as they cross the Bridge of Giants on their way home from the club. Use the statistics from *Dungeon Master's Guide* page 117 for the entourage (LN human fighters 2).

Lyri "Lashes" Thoryvar (NG female human rogue 1/ranger 2; knowledge (nature) +8) is a comely veteran of the Last War, known for glittering her eyelashes before coming to her favorite nightclub. She wagers up to 10 gp per game.

Vachel Thrace (see text; ranged attack +10) makes called shots for the gorgon if he feels that his opponent might win the platinum Cor'dran Empire dart, but will not cheat. He happily gives the dart away if his opponent fairly wins the prize.



Wait," Shara warned as they explored deeper into the ruins. "I sense something . . . ancient and unnatural. . . ."

The overgrown cobblestone floor suddenly exploded from below. Rising from the crater was a 15-foot-tall, silk-wrapped, withered corpse—and it appeared angry that Shara and her companions had entered its ancient resting place.

Mummy!" Farjest shouted. "Don't let it touch you!"

CHAPTER FOUR

MIDPOINTS

Midpoints are places of mystery: lonely obelisks on blasted heaths, stone vaults overgrown with jungle creepers, and abandoned mines filled with shrieks and howls. Dungeon Masters can use midpoints to draw characters further into the world with intriguing NPCs, thrilling danger, and the promise of great reward. The best midpoints advance the action of an adventure, raise the stakes of the plot, and offer a few answers while bringing up even more questions.

In an exploration adventure (or campaign), the ideal story arc might go something like this: At a point of origin, the characters learn of a danger they must address. They proceed to the midpoint, where they dodge lethal traps and fight terrible monsters, only to learn that the situation is far worse than they feared. Finally, after returning to their point of origin to rest and gather aid, the characters press on to the destination for the climactic battle against evil.

Midpoints are more threatening, challenging, and dangerous than points of origin. At a nightclub in Sharn, a character is likely to lose nothing more than gold and, perhaps, some dignity; at a barbarian village in Seren, the same character could be slain in an instant under a hail of savage spears.

An encounter at a midpoint usually offers some sort of reward. In some cases, the reward is gold and magic, while in other cases, the reward is political or a granted ability related to the history of the place.

This chapter provides descriptions of four wildly different midpoints:

Katal Hazath: A gateway to the underground realm of Khyber, guarded by a host of martial githyanki.

Mesk: A village of Seren barbarians that provides an entryway to Argonessen—assuming that they find the characters worthy.

The Aal'drash Seals: An obelisk deep within the Shadow Marches that guards an ancient evil.

Shae Mordai: The Aereni stronghold also known as the City of the Dead, where the wisdom of the Undying Court is made available to elf petitioners.

Encounter Tables: When random encounters are possible at a location (or on the way to one), the site's description includes an appropriate table. Beneath each table's heading is a parenthetical note that indicates how often to check for an encounter and the percent chance that an encounter occurs at that time. For instance, the note for the Uluriak tunnels table reads "(1 hour, 10%)," meaning a 10% chance of an encounter at the end of every hour that characters spend there.

KATAL HAZATH, GATEWAY TO KHYBER

Many of the entrances to the underground region known as Khyber are guarded by fearsome monsters. Cazhaak Draal in Droaam, for example, is home to a band of medusas that petrify any explorer who tries to gain access to the vast underground caverns. Tharkgun Dhak in Xen'drik (see page 140) is in the middle of an unexplored continent and overrun with ogres. Khyber is right beneath an adventurer's feet, but it can be devilishly hard to reach.

One of the more accessible entrances to Khyber is the githyanki enclave of Katal Hazath. Located in the Graywall Mountains between Breland and Droaam, Katal Hazath sits atop a circuitous network of tunnels that lead down into the heart of Khyber itself. Because the githyanki hate the mind flayers, daelkyrs, and other denizens of Khyber, explorers from the surface world can often get guided and reasonably safe passage into the underground world.

It is not always easy to win the assistance of the residents of Katal Hazath, however. They are accustomed to hostility based on preconceptions about githyanki as evil raiders who strike without warning, then fade into the Astral Plane. Droaam's marauding monsters, forces from the Daughters of Sora Kell, and even well-meaning crusaders from Breland all attack Katal Hazath on a regular basis.

The githyanki of Katal Hazath aren't evil, by and large, but they're extraordinarily militant because they face threats both from the surface world and from the caverns below. Everyone from the soldiers patrolling the mountains to the rangers in the tunnels leading to

Khyber is on a hair trigger, ready to defend the enclave against any threat.

Lands: Katal Hazath sits in a remote valley in the midst of the Graywall Mountains, just on the Breland side of the Breland–Droaam border. Incursions from Droaam are common; the area is only lightly patrolled by the Brelish army, so Katal Hazath must defend itself against marauding monsters. The terrain is particularly rugged around the enclave, with many avalanche-prone cliffs. Beneath Katal Hazath (and the only thing of interest to most explorers) is a vast, twisting network of tunnels known as the Uluriak (githyanki for "tangle"). The Uluriak leads far beneath the earth into the largely unexplored caverns of Khyber. In those caverns, both great treasures and unspeakable horrors await.

Getting There: As the crow flies, Katal Hazath is 750 miles northwest of Sharn. The trip by road is much longer, however, because of the twisting mountain terrain, stretching the trip to a harrowing 850 miles. Once a season, a delegation from Breland's army visits Katal Hazath, making the trip from Galethspyre on horseback in 20 days. While it's common for explorers to mention Katal Hazath, few know its exact location. Accordingly, civilians (such as explorers and merchants) sometimes accompany the military delegation on the journey.

Appearance: After climbing over the steep mountain pass that guards the eastern edge of the valley, visitors see strange, swirling buildings perched at the edge of a shallow alpine lake. These seashell-shaped buildings, clearly of magical construction, are Katal Hazath.

Layout: The twisting spires of Katal Hazath house the enclave's githyanki residents. Like githyanki everywhere, the enclave's denizens are entirely militarized, so they refer to living quarters as "barracks," their leaders' chambers as "headquarters," and so forth. A nautilus-shaped building in the center of the enclave surrounds the entrance to the Uluriak tunnels that lead to Khyber.

KATAL HAZATH AT A GLANCE

Katal Hazath (small town): Conventional; AL N; 800 gp limit; Assets 38,000 gp; Population 950 adults; Isolated (githyanki 92%, human 5%, other 3%).

Authority Figures: Mautra She'skeltra (N female githyanki sorcerer 10), enclave commander; Thu'un Valashantru (CN male githyanki ranger 9), patrol commander; Hajini Ku'rethandray (N female githyanki fighter 2/wizard 5/eldritch knight 3), base defense commander.

Important Characters: Gureth the Slayer (NG male githyanki ranger 3/psion 2/illithid slayer 3), long-range Khyber scout; Sheleyek Ha'Zan (CN female githyanki cleric 9), enclave healer.

Others: Typical surface world soldier (N githyanki ranger 2/fighter 2); typical Khyber scout (N githyanki ranger 5); typical enclave denizen (N githyanki fighter 2/psion 1).

ENCOUNTERS

A githyanki patrol confronts any travelers approaching within a few miles of Katal Hazath. Its intent is merely to discern the purpose of any travelers near Katal Hazath, but such patrols have learned through hard experience that even seemingly innocuous travelers can hide dangerous intent. The githyanki are terse and brook no argument, responding with violence to even the slightest provocation.

A typical patrol consists of five githyanki soldiers and a githyanki 4th-level psion. The following statistics blocks use the githyanki as described in the *Expanded Psionics Handbook.*

THE GITH IN EBERRON

About nine thousand years ago, when the plane of Xoriat was coterminous with Eberron, the mind flayers invaded and created two new races to act as their slaves: the githyanki and the githzerai. Some say the mind flayers created them fully formed, while others contend the illithids twisted humans or hobgoblins into the gith. The mind flayers bred the githyanki to be slave laborers and expendable soldiers, while the githzerai were destined to be personal servants, scribes, and performers of other menial tasks for the mind flayers and their daelkyr masters.

When the Gatekeepers severed the connection to Xoriat, the githyanki and githzerai took the opportunity to turn on their mind flayer masters, escaping their slavery en masse. But the two gith races were part of different slave castes and couldn't get along once they had won their freedom. The githyanki retreated to the Astral Plane, lured by its timeless qualities, while the githzerai went to Kythri to get as far away from the mind flayers as possible. A few githyanki and githzerai stayed on the Material Plane, and Katal Hazath is one of their communities.

The githyanki and githzerai are bitter rivals who aren't above raiding each other's communities, but they are united in their hatred of the mind flayers and anything else that hails from Xoriat. Even rival gith communities sometimes band together to enter Khyber and ensure that the magic seals imprisoning powerful remnants of the Xoriat interlopers remain strong. Other gith communities unite simply to kill as many mind flayers as they can.

Unlike the githyanki described in other D&D books, Eberron's githyanki have no special connection to red dragons.

KATAL HAZATH PATROL CR 5

Githyanki ranger 2/fighter 2
N Medium humanoid (extraplanar)
Init +3; **Senses** darkvision 60 ft., Listen +7, Spot +5
Languages Common, Gith

AC 17, touch 13, flat-footed 14
hp 28 (4 HD)
PR 9
Fort +8, **Ref** +6, **Will** +0

Speed 30 ft. (6 squares)
Melee mwk two-bladed sword +9 (1d8+4/19–20, 1d8+4/19–20) or
Melee mwk two-bladed sword +7 (1d8+3/19–20, 1d8+3/19–20) and mwk two-bladed sword +7 (1d8+1/19–20, 1d8+1/19–20) or
Ranged mwk composite longbow +8 (1d8+3/×3)
Base Atk +4; **Grp** +7
Atk Options favored enemy aberrations +2, Combat Reflexes, Power Attack
Combat Gear *potion of heroism*, *wand of cure light wounds* (CL 6th, 35 charges)
Power Points/Day 3
Psi-Like Abilities (ML 2nd):
3/day—*concealing amorpha*, *far hand*, *psionic daze* (DC 9)

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 8
Feats Combat Reflexes, Exotic Weapon Proficiency (two-bladed sword)^{B}, Power Attack^{B}, Track^{B}, Two-Weapon Fighting^{B}, Weapon Focus (two-bladed sword)
Skills Hide +10, Knowledge (nature) +5, Listen +7, Move Silently +10, Spot +5, Survival +7
Possessions combat gear plus masterwork chain shirt, masterwork two-bladed sword, masterwork composite longbow (+3 Str bonus) with 20 arrows

KATAL HAZATH PATROL PSION CR 5

Githyanki psion (telepath) 4
N Medium humanoid (extraplanar)
Init +2; **Senses** darkvision 60 ft., Listen –1, Spot –1
Languages Abyssal, Common, Draconic, Gith, Infernal

AC 17, touch 13, flat-footed 14
hp 31 (4 HD)
PR 9
Fort +2, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)
Melee mwk dagger +2 (1d4–1/19–20) or
Ranged mwk light crossbow +5 (1d8/19–20)
Base Atk +2; **Grp** +1
Combat Gear *dorje of mind thrust* (ML 1st, 38 charges), *crawling tattoo of concussion*
Power Points/Day 28; **Powers Known** (ML 4th):
2nd—*brain lock* (DC 15), *ego whip* (DC 15), *mass missive*, *psionic suggestion* (DC 15)
1st—*detect psionics*, *energy ray* (+4 ranged touch), *force screen*, *inertial armor*†, *mindlink*
† Already manifested
Psi-Like Abilities (ML 2nd):
3/day—*concealing amorpha*, *far hand*, *psionic daze* (DC 11)

Abilities Str 8, Dex 15, Con 16, Int 16, Wis 8, Cha 12
Feats Combat Manifestation, Psionic Body^{B}, Psionic Endowment
Skills Concentration +10, Diplomacy +8, Knowledge (psionics) +10, Psicraft +10, Sense Motive +6
Possessions combat gear plus masterwork dagger, masterwork light crossbow with 10 bolts, *cloak of resistance +1*

If a group of explorers can reach an accommodation with the githyanki patrol, they will be escorted to Katal Hazath. Anyone seeking passage to Khyber will be questioned closely by one of the enclave's leaders, usually Mautra She'skeltra, the overall commander, or Thu'un Valashantru, who is responsible for guarding the Uluriak tunnels. Both have an initial attitude of unfriendly; explorers must improve their attitude to friendly before they agree to grant passage to Uluriak.

If the githyanki leaders are helpful, or if they see a tangible benefit to the enclave in the explorers' mission, they decide to provide one or more Khyber scouts to guide the explorers through Uluriak.

KHYBER SCOUT CR 7

Githyanki ranger 6
N Medium humanoid (extraplanar)
Init +4
Senses darkvision 60 ft., Listen +9, Spot +9
Languages Common, Gith

AC 19, touch 14, flat-footed 15
hp 39 (6 HD)
SR 11
Fort +7, **Ref** +9, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk greatsword +9/+4 (2d6+3/19-20) or
Ranged *+1 composite longbow* +12 (1d8+3/×3) or
Ranged *+1 composite longbow* +8 (2d8+6/×3) with Manyshot or
Ranged *+1 composite longbow* +10/+10/+5 (1d8+3/×3) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options favored enemy aberrations +4, favored enemy humans +2, Precise Shot, Point Blank Shot
Combat Gear 2 *potions of cure moderate wounds*
Power Points/Day 3
Psi-Like Abilities (ML 6th):
3/day—*concealing amorpha*, *far hand*, *psionic daze* (DC 9)

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 11, Cha 8
SQ wild empathy +5 (+1 magical beasts), animal companion, link with companion, share spells
Feats Endurance^{B}, Manyshot^{B}, Point Blank Shot, Precise Shot, Rapid Shot^{B}, Track^{B}, Weapon Focus (composite longbow)
Skills Hide +17, Knowledge (underdark) +9, Listen +9, Move Silently +12, Spot +9, Survival +9
Possessions combat gear plus *+1 shadow chain shirt*, masterwork greatsword, *+1 composite longbow* (+2 Str bonus) with 20 arrows

OWL COMPANION **CR —**
N Tiny animal
Init +4; **Senses** low-light vision, Listen +14, Spot +6

AC 20, touch 16, flat-footed 12
hp 20 (3 HD)
Resist evasion
Fort +4, **Ref** +8, **Will** +3

Speed 10 ft. (2 squares), fly 40 ft. (average)
Melee talons +6 (1d4-3)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** –9

Abilities Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4
SQ 2 bonus tricks
Feats Weapon Finesse
Skills Listen +14, Move Silently +18, Spot +6

Mapping the Uluriak Tunnels

The Uluriak tunnels are snaking, twisting tubes between 10 feet and 20 feet wide and tall. They usually turn or branch every 50 feet or so, and rarely is there a straight tunnel for more than 100 feet. The branches spread out like veins on a leaf, except that they reconnect to each other frequently. Dead ends are rare in the Uluriak tunnels, but an inexperienced explorer often goes in circles as the tunnels wind around and circle back on themselves.

Larger chambers within the Uluriak are rare, occurring every quarter-mile or so. They tend to be large—100 feet across is not uncommon—with vaulted ceilings festooned with stalactites and stalagmites. Changes in elevation are frequent, with the typical tunnel gently sloping downward for half its length.

The vast majority of the Uluriak is unworked stone, but a few places have carved staircases and excavated tunnels. These aren't the work of the githyanki; they represent periodic efforts by the denizens of Khyber (mostly mind flayers) to dig a new path to the surface that doesn't emerge in the middle of a hostile githyanki fortress.

The following encounter table is appropriate for random encounters in the Uluriak tunnels.

After a dozen miles of descending through Uluriak, the twists and turns end. Now the explorers are in Khyber itself. The caverns are larger and the passageways are straighter—but the danger level is manifestly higher.

ADVENTURE IDEAS

—Members of a githyanki faction are encountered here and there as the PCs move through a section of the Uluriak. These githyanki, weary of constant struggles with Khyber denizens, are planning to collapse the Uluriak tunnels so Katal Hazath will never again provide access to Khyber. They are ready to collapse the tunnels and let the expedition take the blame. They have weakened the walls in a core section over time until collapse is imminent, and are waiting until the PCs are at the spot before they strike the final blows, The PCs must thwart those who would destroy the tunnels they occupy, or they'll have no easy way back home.

ULURIAK TUNNELS ENCOUNTERS

(1 hour, 10%)

d%	Encounter	Average EL
01–05	1 beholder	13
06–09	1 purple worm	12
10–14	1 roper	12
15–29	1d4+1 mind flayers	11
30–32	1 retriever	11
33–35	1 dread wraith	11
36–50	1d4+2 githyanki Khyber scouts	11
51–53	1d3 bone devils	11
54–57	1d4+1 ogre mages	11
58–62	1d4+2 chaos beasts	11
63–67	1d4+2 xills	10
68–77	1d4+2 dolgaunt 4th-level monks*	10
78–82	1d4+4 greater barghests	10
83–85	1d3 behirs	10
86–87	1d3 destrachans	10
88–97	1d3 greater shadows	10
98–99	1d3 medusas	9
100	1d3 umber hulks	9

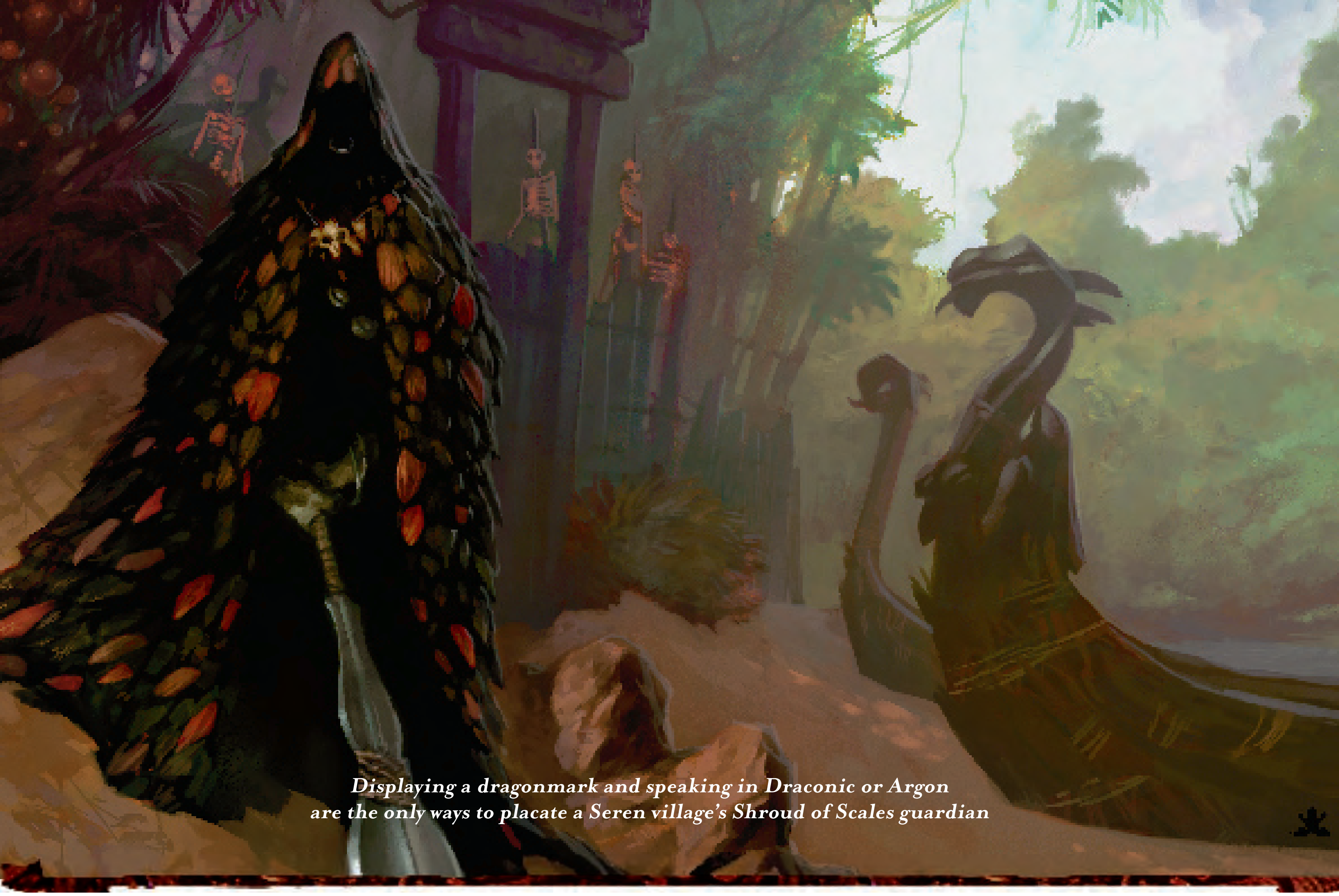
* *EBERRON Campaign Setting* page 281.

—During the Last War, Katal Hazath pledged one hundred githyanki soldiers to the King of Breland—an arrangement that helped the githyanki maintain their autonomy. Some of those githyanki never returned home and are believed to languish in prisons in Karrnath or Thrane. The city enlists the aid of the PCs in locating and rescuing these lost heroes.

—The rangers who patrol the Uluriak tunnels take great pride in their ability to hunt and slay mind flayers that try to ascend to the surface world. But some of the younger, braver rangers want to descend into Khyber itself and attack a mind flayer settlement as a reprisal for past attacks and a warning to the illithids not to visit the surface world. Katal Hazath's leadership has rejected their plans, so they are looking for assistance from nongith who share their hatred of mind flayers.

MESK, SEREN VILLAGE

Dragons dominate the lives of the Seren barbarians. Warriors pierce their lips and septums with bone rings carved in the likeness of a wyrm eating its own tail, and the palisades fencing a Seren village are carved with images of ferocious serpents. It is no surprise, then, that the dragonmarked houses have had the most success in trading with the heathen. Nor has it escaped the notice of Seren and Argonessen scholars that the one professor to deal successfully with the Seren was accompanied by a thunder guide bearing an aberrant dragonmark. Houses Lyrandar, Orien, and Tharashk have established a joint trading outpost—nothing more than a thatch hut on stilts roofed by broadleaf palms—on the beach just beyond Mesk's stockade.



Displaying a dragonmark and speaking in Draconic or Argon are the only ways to placate a Seren village's Shroud of Scales guardian

Lands: Mesk is located on the southern tip of Seren. Totem Beach and its famous monoliths are less than 50 miles away, across the storm-tossed Dragonreach. It is not unusual to see the silhouette of a dragon flying in the south skies.

Getting There: From Sharn, the journey to Seren is almost 4,000 miles across the Thunder Sea and the Dragonreach. In a sailing ship, the journey takes half a year or more with a competent captain. In a House Lyrandar airship or elemental-bound galleon, the trip can be completed in four weeks. Pylas Talaear in Aerenal, a popular layover port, is approximately halfway between Sharn and Seren. The jungle surrounding Mesk is all but impassable; sea and air are the only practical approaches.

Appearance: Palms, jungle hardwoods, creeper vines, and ferns press close against the 2-foot-diameter wooden poles staked upright in a defensive perimeter around Mesk. Each 20-foot-tall pole is tipped with a woodcarving depicting a chromatic or metallic dragon with realistically sharp and effectively angled claws and teeth; anyone climbing over the palisades (Climb DC 20) takes 2d4 points of damage, or half that amount with a successful Reflex save.

Inside the palisade, four longhouses and two dozen thatched huts shelter the barbarians. Paths of seashells, quartz pebbles, and driftwood connect the homes. At night, watchfires blaze at 50-foot intervals around the palisades, but their light does not penetrate far into the jungle surrounding the village, where the constant cries of apes, yrthaks, and shambling mounds echo through the trees. To the south of Mesk is the beach, where the swells of the Dragonreach break against a natural sand harbor. Two to four Seren longboats lie ashore at any given time.

When a group of outlanders first sets foot on the hot equatorial sands of Mesk's beach, a low chanting arises inside the barbarians' stockade. Shortly, the new arrivals see human skeletons on pikes thrust above the stockade wall. The barbarians shake the skeletons, and the rattling bones, frenzied chanting, and deep drumbeats are quite intimidating: characters must succeed on a DC 15 Will save or be shaken for 2d12 rounds. As the flesh-bound drums drive the chanting to a crescendo, the stockade gates part. A figure emerges, completely obscured from view by a scaled veil draped over its head that trails all the way to the ground. This barbarian is known as the Shroud of Scales, and its ceremonial robes are fashioned from the dragon scales that fall over Seren like feathers from the sky.

There might be multiple ways to peacefully treat with a Seren village's Shroud of Scales, but the dragonmarked houses have only found one. While conversing in Draconic or Argon (a mutated form of common), for those are the languages of the barbarians, the visitor must display a dragonmark on at least one living member of his shore party. A Shroud of Scales gains a +6 competency bonus on its Spot check when detecting a fake dragonmark. If an outlander cannot display a dragonmark, the Shroud of Scales shrieks in Draconic ("Forsaken!") and the village's braves pour forth from the stockade to attack. If the party does display a dragonmark, the Shroud of Scales allows them to use a hut on the beach built to house visitors. Within hours, the chief and his son emerge to begin trading.

Typical Seren Brave (Raging) CR 2

Male human barbarian 2
CN Medium humanoid
Init +2; **Senses** Listen +4, Spot +0
Languages Argon, Draconic

AC 13, touch 10, flat-footed 11; uncanny dodge
hp 19 (2 HD)
Fort +8, **Ref** +2, **Will** +2

Speed 40 ft. (8 squares)
Melee mwk longspear +9 (1d8+5) or
Melee throwing axe +7 (1d6) or
Ranged throwing axe +4 (1d6)
Base Atk +2; **Grp** +7
Atk Options rage 1/day (8 rounds), Combat Reflexes

Abilities Str 20, Dex 14, Con 20, Int 7, Wis 10, Cha 8
Feats Combat Reflexes, Weapon Focus (longspear)
Skills Craft (woodcarving) +2, Handle Animal +2, Listen +4, Survival +3, Swim +6
Possessions masterwork longspear with dragonscale grip, 2 throwing axes, ankylosaurus hide armor, bone septum ring (125 gp to a collector in Sharn), pouch of variously hued dragon scales (40 gp to a collector in Khorvaire)

When not raging, a Seren brave has the following changed statistics:
AC 15, touch 12, flat-footed 13
hp decrease by 4
SV Fort +6, **Ref** +2, **Will** +0
Melee mwk longspear +7 (1d8+3) or
Melee throwing axe +5 (1d6) or
Ranged throwing axe +4 (1d6)
Grp +5
Abilities Str 16, Con 16
Skills Swim +4

Typical Shroud of Scales CR 6

Female human sorcerer 6
N Medium humanoid
Init +2; **Senses** Listen +0, Spot +0
Languages Argon, Draconic, empathic link

AC 16, touch 12, flat-footed 14
hp 23 (6 HD); **DR** 5/magic
Immune frightful presence (as dragon)
Fort +3, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)
Melee dagger +2 (1d4)
Base Atk +3; **Grp** +2
Combat Gear *potion of bear's endurance*
Sorcerer Spells Known (CL 6th):
3rd (3/day)—*fly, stinking cloud*
2nd (5/day)—*bear's endurance, glitterdust, melf's acid arrow*
1st (6/day)—*burning hands, charm person, enlarge person, mage armor*†, *magic missile*
0 (6/day)—*acid splash, daze, detect poison, detect magic, light, mage hand*
† Already cast

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 17
SQ scry on familiar, share spells
Feats Alertness^{B} (if familiar within 5 ft.), Brew Potion, Craft Wondrous Item, Extend Spell, Negotiator
Skills Bluff +12, Concentration +10, Diplomacy +8, Knowledge (arcana) +6, Spellcraft +10, Sense Motive +5
Possessions combat gear plus *shroud of scales* (see sidebar), *5 Quaal's feather tokens (2 whips, 2 swan boats, 1 bird)*, ceremonial green dragonfang dagger

Viper Familiar CR ~

N Tiny animal
Init +3; **Senses** scent, Listen +6, Spot +6
Languages empathic link, speak with master

AC 17, touch 15, flat-footed 14
hp 11 (6 HD)
Resist improved evasion; **SR** 11
Fort +4, **Ref** +7, **Will** +6

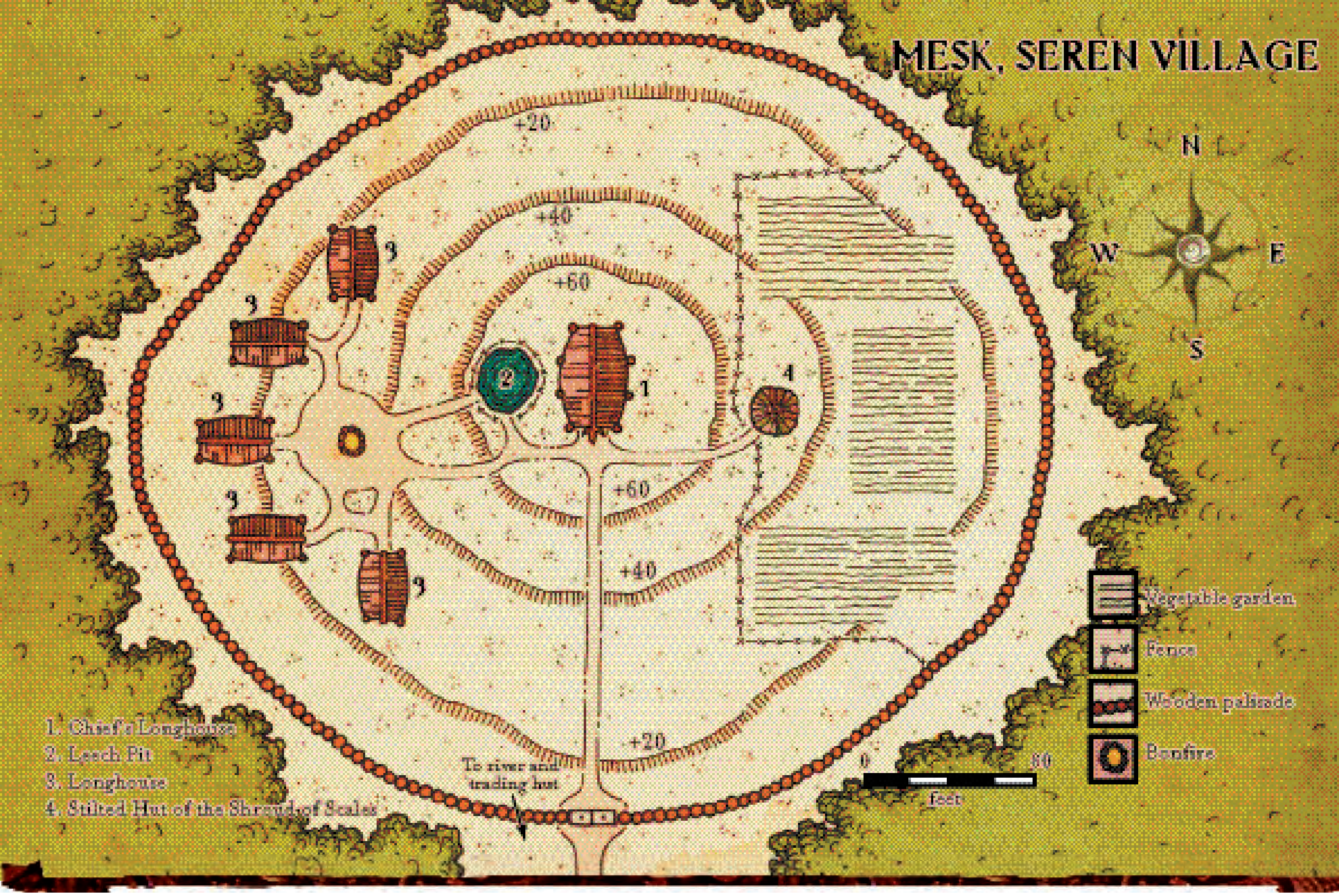
Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +6 (1 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +3; Grp –8
Atk Options deliver touch spells, poison (DC 10, 1d6 Con/1d6 Con)

Abilities Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Shroud of Scales

This opaque, reticulated shawl completely covers a Medium creature from head to foot. Stitched into the fiber are hundreds of polychromatic dragon scales, which rustle when the wearer moves. Arm slits to which deep, flowing sleeves are attached allow the wearer to use his or her hands normally, and the wearer can see normally through the garment despite the *shroud's* apparent opacity. The wearer gains damage reduction 5/magic and is immune to a dragon's frightful presence.

Moderate abjuration; CL 6th; Craft Wondrous Item, creator must have 200 dragon scales, *mage armor;* Price 24,000 gp; Weight 10 lb.



MESK, SEREN VILLAGE

Feats Weapon Finesse
Skills Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5

FEATURES OF MESK

The locations described below are among those that will be of most interest to visitors.

Stilted Hut of the Shroud of Scales: Mesk's Shroud of Scales is a talented young woman named Hartha (CG female human). While she is covered wholly by the *shroud* whenever she is in the presence of outlanders, she is renowned as a beauty within the tribe. Her hair is a cascade of red, and her ankles are ringed with tattoos resembling dragonmarks.

Hartha's frustrations are more profound than the typical Seren's anger at the cruel indifference of her dragon-gods (the barbarians' name for their people is *iargodrenne*, which translates as "abandoned" or "forsaken"). Hartha has two worries: the chief, Goln, and the chief's son, Feak. She suspects that Goln and Feak were hexed by the cataclysm mage being held in the leech pit. If she has time before Goln calls his flock, she asks the characters to talk to the chief and reverse the changes in his behavior.

Leech Pit: A wooden yoke suspended from a gallows dangles above a pit of mud alive with squirming leeches. In the yoke hangs a haggard young man with an overgrown beard. He is dipped to his neck in the leech pit. This unfortunate soul is Rebalte Mastafarl (NG male human wizard 5/cataclysm mage 1), a cataclysm mage from Karrlakton. His personal prophecy proclaimed that he seek a wedding with a Seren witch, and in the end he came here to ask Hartha's hand. Foolishly neglecting to bring a dragonmarked companion with him, Rebalte was captured by the Mesk barbarians before he could even speak to Hartha. Anyone suspended in the leech pit takes 1 point of Strength damage per day. Rebalte's Strength is currently vacillating between 2 and 3; Goln keeps him in this state by raising him out of the pit on alternate days.

Chief's Longhouse: Goln, the rightful chief of Mesk, is dead. Masquerading in his place is Messal'thirokktan, an agent of the Chamber (LE male young adult silver dragon; *Monster Manual* page 87). Messal'thirokktan is not especially cruel, but he is focused exclusively on the draconic Prophecy study that brought him to Mesk. Messal'thirokktan is intrigued by the argument that Vvaraak, the Scaled Apostate of the Shadow Marches, impeded the Prophecy fifteen thousand years ago when she warned the orcs of the coming daelkyr war (and possibly worse yet to transpire). To study this important aspect of the Prophecy, Messal'thirokktan has been looking for an opportunity to arrange his own private war between the denizens of Xoriat and the champions of the lesser races. When the PCs arrive, he could seize his chance (see Adventure Ideas, below). The tribe is unaware of the switch that has been made.

Goln's son, Feak, complicates matters. Feak (NE male human barbarian 4) is actually his father's murderer. After spearing his father in the back and tossing the body into a patch of quicksand, Feak returned to the village planning to seize power. He was dumbstruck by his father's continued presence in the village (Messal'thirokktan observed the son's treachery and found it amusing and convenient to enter the village at just this time).

Shocked by his father's perceived supernatural abilities, Feak has been living in fear for the past month. When the PCs arrive, he may ask them all sorts of veiled questions about resurrection, gods walking the earth, and the undead. He might even encourage them to try to succeed where he failed, telling them that his father sacrificed his younger brother on Totem Beach to win the chieftainship from the previous village leader.

If Messal'thirokktan ever leaves the village (for example, after intiating the cloaker war; see below), the villagers will recognize Feak as chief. Feak's first order of business would be to kill the threats to his power, starting with Hartha and the PCs, if they are still in Mesk.

ADVENTURE IDEAS

—Messal'thirokktan uses an *amulet of Khyber* to open a fissure to the underworld. The earth shakes, many thatch huts collapse, and a crack in the sand opens in the middle of the village. One by one, eight cloakers flap up from the depths of Khyber, moaning in their disturbing language. Messal'thirokktan believes he can learn about the prophecy by watching the PCs battle the cloakers.

If one of their number dies in the initial fight, the disoriented cloakers flap off into the jungle, their moans echoing in the trees. Because of the *amulet*'s powers (treat it as an eldritch machine), however, the cloakers do not leave the village alone. Each night they return, preceded by their haunting bass vibrato that seems to emanate from everywhere in the jungle at once. They engulf a villager, feast upon her, and leave only bones and gruel behind as they flap back into the cover of the trees. The panicked villagers beg the PCs to aid them. If the PCs help the villagers survive the cloaker siege and eventually slay all the aberrations, Messal'thirokktan assumes his dragon form in the middle of the village, smiles at the PCs, and wordlessly takes flight south toward Argonnessen.

—The fissure to Khyber remains in the village after the cloaker siege, periodically belching forth a nightmare aberration. To close the *gate,* someone must retrieve the linchpin of a Xoriat sphere-plane from a draconic orrery and drop it into the fissure. Rebalte offers to accompany the PCs; he hopes to impress Hartha. Alternatively, a PC cataclysm mage with a personal prophecy requiring the favor of a Seren witch might undertake this quest for his own reasons. A draconic orrery can be found in an Argonessen observatory (see page 115).

—After the black dragon departs, Feak moves quickly to consolidate power. If the PCs do not intervene, he slays Hartha and Rebalte. He establishes a regular schedule of sacrifices on Totem Beach and harbors a deep and unreasoning hatred for the PCs. Which of the dark powers that watch Totem Beach might hear his cries and lend him occult power?

THE AAL'DRASH SEALS

Aal'drash was a hobgoblin prince who ruled the fertile plains of what is now northern Breland during the Age of Monsters. Not content with his kingdom of wheat, Aal'drash betrayed the Dhakaani to side with the daelkyr invaders, who promised him an empire of lamentation. He rode with his honor guard of five tentacled monstrosities, the Hand of Corruption, and slaughtered many orcs and goblins before the Gatekeepers sealed the six here in Aal'drash's former stronghold.

Tilbor Gruun was a disgruntled ladle goblin, portioning out the molten steel in the open hearths of the Cogs under Sharn, who longed for the glory of his goblinoid heritage. One day, under a discarded foundry plate, Tilbor found an ancient Dhakaani map etching describing "this nest of Aal'drash, before whose might magic itself is but a slug on a boy's stick." Tilbor assumed that this "nest of Aal'drash" was a cache of powerful items dating to the Age of Monsters. He quit his job, bought a stick and a bandana, hopped the lightning rail to Wroat, and tramped his way through Droaam to the Shadow Marches.

Lands: The Gatekeeper monument capping the prison of Aal'drash lies 20 miles south of Goldmire and 30 miles north of the nameless bog-wood that dominates the central Shadow Marches. Marshes teeming with all manner of fen-dwelling aberrations surround the prison.

Getting There: The safest and easiest route to the Aal'drash Seals is through the air by means of a Lyrandar airship or through the interstices of the planes by using teleportation. If neither of those options is available, the wise traveler seeks to minimize his overland travel as much as possible, for a trek through Droaam, the Byeshk Mountains, or the Shadow Marches is nothing to be undertaken lightly. To reduce the time spent walking, then, the best route is to take a boat up Zarash Bay to Zarash'ak, board a skiff and pole through the nameless bog-wood of the central Marches to the marsh southwest of Goldmire, and walk from there.

Appearance: The swamp around the Gatekeeper obelisk constantly buzzes with blackflies and gnats. Tufts of tall marsh grasses rise higher than an orc's head. The few tiny islands of solid earth are spongy and suck at the foot with each step. The Gatekeeper obelisk bears an inscription written in the secret language of the druids (Decipher Script DC 30): "Here lies the Aal'drash, sealed in Vvaraak's name." A DC 25 Search check reveals a loose stone block in the obelisk.

If the stone is removed, the gap is just large enough for a Medium creature to squeeze through. Large creatures must find some other entrance.

FEATURES OF THE SEALS

1. The Stone Throat: Tilbor's cultists have trapped the stone ladder rungs of the entry shaft (Climb DC 5) with an *alarm* spell. When tripped, the alarm gives off an ululating wail that quickly degenerates into fits of maniacal laughter, alerting Tilbor and the other denizens of the wardroom.

2. The Thorn Gullet: An ancient Gatekeeper trap still functions here. Anyone who does not speak the words "in Vvaraak's name" before crossing this chamber triggers the trap, causing the walls to sprout thorns, convulse like a living creature, and crush anyone in the corridor.

Choking Corridor Trap: CR 6; mechanical; proximity trigger; automatic reset after 2 rounds; Atk +20 melee (3d6 crushing walls plus 1d4 piercing thorn); multiple targets (1d4 thorns per target along the length of the corridor); Search DC 28; Disable Device DC 28. Market Price: 20,000 gp.

3. The Bleeding Cysts: Six byeshk hatches stud the far wall of this desecrated sanctuary. A burbling yellow slime trickles down the stained wall below each hatch. A Druidic inscription seals each byeshk plate in place (Decipher Script DC 30, "Their flesh be still, in Vvaraak's name").

Soon after arriving, Tilbor Gruun became a convert to the Cult of the Dragon Below. He has gathered a malign congregation in this chamber in the hope of opening the cysts and gaining phenomenal powers. Frustrated in his goal, however, he has focused on building his cult and amassing power. He knows that one day he will open the cruel hatches, and the true glory of Khyber will be his.

Because of age and Tilbor's diligent desecration, the Gatekeepers' blessed seals have weakened. The area is once more a manifest zone linked to Xoriat. Transmutation or chaotic spells are cast at +1 caster level, and wild magic applies (see *Dungeon Master's Guide* page 149). Psionics are affected in the same way as arcane magic.

There is one exception to the wild magic rules. An arcane caster who rolls 72–98 on the wild magic table does not receive the "Spell functions normally" result. Instead, the arcane energy of the spell is ripped from the caster's hand and infused in one of the cysts (determined randomly). This effect causes the cyst to open. Its insane denizen is equally likely to attack the PCs or Tilbor's cultists on the round after it emerges from the shattered byeshk hatch. Tilbor is unaware of this possibility and shocked if it occurs.

This room is the preferred location of worship for Tilbor and his followers. When the PCs enter the room, they find Tilbor, along with three of his personal guard (see Cultists of the Dragon Below, page 103) and a group of petty cultists.

PETTY CULTISTS (14) CR 1/2

Orc warrior 1

NE Medium humanoid

Init +0; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Orc

AC 13, touch 10, flat-footed 13

hp 6 (1 HD)

Fort +3, **Ref** +0, **Will** –2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee falchion +4 (2d4+4/18–20) or

Ranged javelin +1 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Alertness

Possessions studded leather armor, falchion, javelin

TILBOR THE DIVINE CR 7

Male goblin cleric 5 (Dragon Below)

NE Small humanoid

Init +1; **Senses** darkvision 60 ft., Listen +3, Spot +3

Languages Common, Goblin

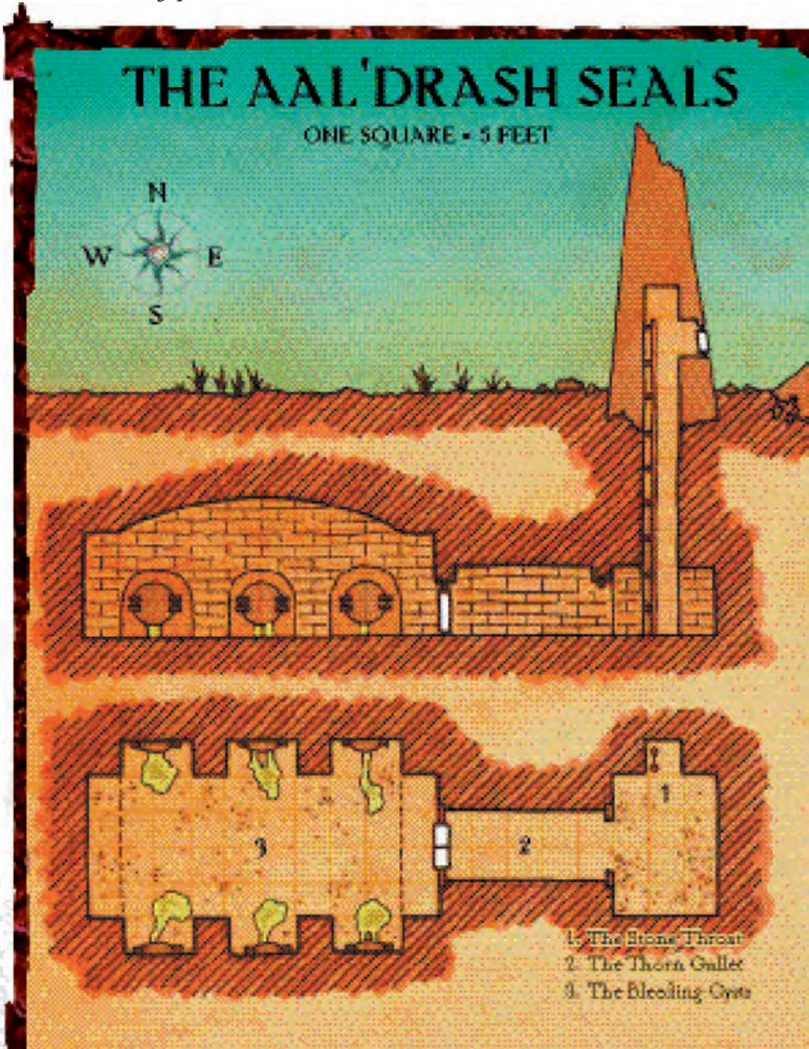
AC 23, touch 11, flat-footed 21

hp 42 (7 HD)

Fort +6, **Ref** +3, **Will** +8

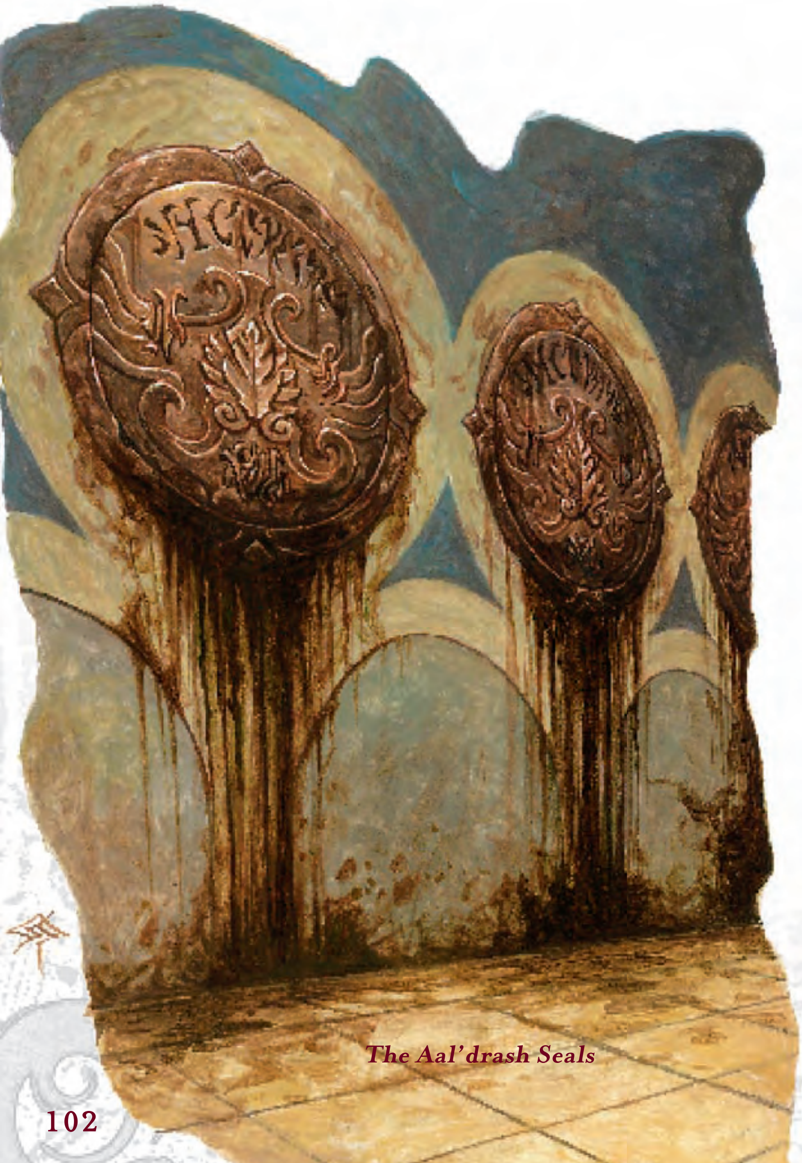
Speed 20 ft. (4 squares)

Melee *+1 heavy pick* +6 (1d4/×4)



Base Atk +5; **Grp** +4
Special Actions rebuke undead 5/day (+3, 2d6+10, 7th)
Cleric Spells Prepared (CL 7th or 8th):
4th—*divine power*, *unholy blight*^{D} (CL 8th, DC 17)
3rd—*bestow curse*^{D} (DC 16), *cure serious wounds*, *summon monster III*^{AS} (2)
2nd—*bull's strength*, *cure moderate wounds*, *death knell*^{D} (CL 8th, DC 15), *hold person*, *summon monster II*^{AS}
1st—*bless*, *cure light wounds*, *divine favor*, *obscuring mist*, *protection from good*^{D} (CL 8th), *summon monster I*^{AS}
0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*
D: Domain spell. Domains: Dragon Below, Evil
AS: Spells affected by the Augment Summoning feat

Abilities Str 8, Dex 13, Con 12, Int 8, Wis 16, Cha 14
SQ strong aura of evil
Feats Augment Summoning^{B}, Combat Casting, Leadership, Martial Weapon Proficiency (heavy pick)
Skills Concentration +8, Knowledge (religion) +2, Move Silently +4, Ride +5
Possessions *+1 full plate*, *+1 heavy pick* named "Tilbor" after its owner, heavy steel shield, notebook with incoherent research regarding the cyst hatches, 6,200 gp emeralds, 3 dragonshards, 2,500 gp in cult funds (in two sacks behind a boulder that serves as their altar)



The Aal'drash Seals

Aside from the cultists, each of the leaking cysts contains a trapped creature that will spring forth if the seal is broken, including Aal'drash himself, now transformed into a devourer. If Aal'drash is released, he immediately attacks Tilbor and tries to consume him. The contents of each cyst are as follows.

A: Chaos beast (hp 55; see *Monster Manual* page 33)
B: Chaos beast
C: Chaos beast
D: Gibbering mouther (hp 40; see *Monster Manual* page 126)
E: Phasm (hp 80; see *Monster Manual* page 208)
F: Aal'drash

AAL'DRASH, DEVOURER CR 11

NE Large undead (extraplanar)
Init +4; **Senses** darkvision 60 ft., Listen +18, Spot +18
Languages Common

AC 24, touch 9, flat-footed 24
hp 113 (12 HD)
Immune undead immunities
SR 21; spell deflection
Fort +4, **Ref** +4, **Will** +11

Speed 30 ft. (6 squares)
Melee 2 claws +15 (1d6+9)
Space 10 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +19
Atk Options energy drain, Blind-Fight, Combat Expertise
Special Actions trap essence (*MM* 58)
Spell-Like Abilities (CL 18th; 40 uses, 1/round): *confusion* (DC 17), *control undead* (DC 20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*

Abilities Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 17
Feats Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Weapon Focus (claw)
Skills Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot + 18, Survival +3 (+5 following tracks)
Possessions 2 inert symbionts still attached to its body (tongueworm and tentacle whip)

If the characters dispatch the cultists and repair the seals on the cysts (DC 20 Spellcraft check and *mending* required), the lingering spirit of Vvaraak inspires every non-evil creature in the room with the breath of Vvaraak. A fresh green mist roils in the lungs of the affected creature, allowing him to use the breath weapon of a young green dragon up to four times before it is exhausted. After each use of the breath weapon, the character cannot use it again for at least 1d4 minutes.

Each time a PC returns to the cysts to maintain the seals, the spirit of Vvaraak fills him with one additional use of the breath weapon. Only one non-evil creature per month can maintain the seals and gain this blessing.

ENCOUNTERS AT THE SEALS

The Shadow Marches are dangerous even for those who live there and are familiar with it. For an outsider, it can be deadly. These encounters are not limited to the Seals, but can be encountered anywhere in the Shadow Marches.

SHADOW MARCHES ENCOUNTERS

(1 hour, 8%)

d%	Encounter	Average EL
01–10	1d4+2 cultists of the Dragon Below	8
11–15	1d3 will-o'-wisps	8
16–20	1 chuul	7
21–30	Gatekeeper harvesters	7
31–40	1d3+1 harpies	7
41–55	1 eight-headed hydra	7
56–65	1d3 manticores	7
66–72	1 water naga	7
73–76	1d3 carrion crawlers	6
77–80	1d3 giant crocodiles	6
81–85	1d3 horrid apes	6
86–93	1 shambling mound	6
94–97	1 Tharashk prospector	6
98–100	1d3 locus swarms	5

Gatekeeper Harvesters: This band of orcs and half-orcs is collecting berries, wild carrots, and any hathil roots that it can find. A typical Gatekeeper harvester group contains 6 foragers (N orc warrior 1), 4 stiltsmen (LN male half-orc commoner 2) with baskets on their heads to collect the group's discoveries, 1 tracker (N female half-orc ranger 3) and 1 Gatekeeper druid (N female orc druid 7). They are peaceable and willing to trade their hathil roots for gold; they typically have 1d4 roots in each of the stiltsmen's baskets.

Tharashk Prospector: Arrok Doone (CG male half-orc ranger 6) is a lonely prospector scouting for new Eberron shard deposits. His owl companion, Shirra, accompanies him. He is tolerant of travelers from beyond the Marches, but he initially suspects well-armed adventurers of being Khyber cultists. If they can improve his unfriendly disposition to frendly (Diplomacy DC 25), he offers directions to any significant nearby landmarks.

Cultists of the Dragon Below: In every age, there have been those who crave power and seek to achieve it through allegiance with the Dragon Below. These deranged pilgrims from the Eldeen Reaches have rejected Oalian's teaching and are wandering the gloomy lands in search of a dark meaning for their lives. In the meantime, they are happy to take travelers in the Shadow Marches as proxies for Oalian; they attack on sight.

CULTISTS OF THE DRAGON BELOW CR 4

Male human ranger 4
NE Medium humanoid
Init 4; **Senses** Listen +7, Spot +7
Languages Common

AC 18, touch 14, flat-footed 14
hp 26 (4 HD)
Fort +5, **Ref** +8, **Will** +2

Speed 30 ft. (6 squares)
Melee longsword +6 (1d8+2/19–20) or
Ranged mwk composite longbow +10 (1d8+2/×3) or
Ranged mwk composite longbow +8/+8 (1d8+2/×3) with Rapid Shot
Base Atk +4; **Grp** +6
Atk Options favored enemy humans +2, Precise Shot, Point Blank Shot, Rapid Shot
Ranger Spells Prepared (CL 1st):
1st—*entangle* (DC 11)

Abilities Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 10
SQ animal companion, link with companion, share spells, wild empathy +6 (+2 magical beasts)
Feats Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Weapon Focus (longbow)
Skills Climb +6, Handle Animal +7, Hide +11, Knowledge (nature) +3, Listen +7, Move Silently +11, Spot +7, Survival +8
Possessions *+1 studded leather armor*, masterwork composite longbow (+2 Str bonus) with 20 arrows, longsword, greatpine effigy stuck with needles.

VIPER COMPANION CR ~

N Tiny animal
Init +4; **Senses** Listen +6, Spot +6

AC 18, touch 14, flat-footed 14
hp 6 (1/4 HD)
Fort +2, **Ref** +5, **Will** +1

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +5 (1 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** –11
Atk Options poison (DC 10; 1d6 Con/1d6 Con)

Abilities Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2
SQ 1 bonus trick
Feats Weapon Finesse
Skills Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5

ADVENTURE IDEAS

—For high-level play, Mordain the Fleshweaver (NE male elf transmuter 18; *EBERRON Campaign Setting* page 167) arrives at the Aal'drash Seals just after the PCs. Unless they are extremely stealthy, the Fleshweaver, whose tower lies just to the east, learns of the PCs' presence. He teleports in his personal security force (3 beholders, 2 mind flayer sorcerers, and 4 umber hulks; see the *Monster Manual*) and assaults the party from behind. If the PCs fell half of his team, Mordain bargains. He is willing to offer up to 100,000 gp in gems, tomes, and magic in exchange for unrestricted access to the Seals.

—Ideally, the PCs are able to defeat the Cultists without breaking any of the Aal'drash seals. A Morgrave University professor may require them to make a second visit, however, after learning that the hobgoblin soul encased in Aal'drash's rib cage is Mhashak Raal, the last known wielder of a Dhakaani artifact, the *Ash Spear of Thakash Rin* (EBERRON *Campaign Setting* page 271). The professor wants to question Raal, but a *speak with dead* spell does not work until Aal'drash is slain and the hobgoblin's spirit freed.

SHAE MORDAI, THE CITY OF THE DEAD

Nowhere on the jungle subcontinent of Aerenal is the distinction between life and death more blurred than in the City of the Dead. Undying soldiers stand rigid on guard duty at the city gates, the chants of the Priests of Transition echo off the stone monuments, and in the heart of the quiet city stands the inviolate Undying Court.

Travelers to Shae Mordai are invariably struck by two facts. First, the deathless mingle with the living here in a manner deeply unsettling to those not accustomed to the ways of the Aereni. Second, this is the quietest city a traveler can imagine. The hymns and chants sung by the Priests of Transition in the ubiquitous ancestral chapels are often the loudest sounds in the city streets, their voices carrying for blocks past silent pedestrians, shopkeeps, guards, and pilgrims. Even the dray beasts stifle their whinnies. The hush of the grave is over this place.

Lands: The City of the Dead is located in the heart of Aerenal in the Jaelarthal Orioth, the Moonsword Jungle. Towering densewood, soarwood, livewood, and bronzewood trees crowd against the city's stone walls. The city is bisected by the Tal Dolas river, which is over 100 feet deep in some places, exceedingly profound for a river at its headwaters.

Getting There: Tal Dolas flows from Shae Mordai west through the jungle to the Thunder Sea, and it is by way of this path in reverse that most travelers make their way to the city. In theory, a House Lyrandar airship could make the trip to Shae Mordai in shorter time than the barges that depart daily at dawn from Pylas Talaear, but in reality so little commerce is done in the City of the Dead that Lyrandar does not attempt to fly there. It is doubtful that the Undying Court would allow such air travel even if House Lyrandar judged it profitable.

Appearance: Dense jungle—the Jaelarthal Orioth—surrounds the City of the Dead, but a 25-foot-high wall of stone and ivy holds the untamed wilderness at bay. Alabaster sentinels carved to resemble 20-foot-tall elf warriors stand atop Shae Mordai's outer wall, facing the jungle with swords drawn. A wide moat clings to the inside of the outer wall, fed by a branch of the great Tal Dolas. A waterway weaves through the middle of the city, from the main gateway to the Palace of the Undying Court, crossed at various points by arching limestone bridges.

Shae Mordai is the only Aereni city made of stone rather than wood, and nearly every exposed surface is graven with a memorial verse, elegy, or sculpture in low relief. Walking down a sidewalk in Shae Mordai is like walking down a colossal stone scroll, a litany of the dead unfurling under one's feet. Limestone ziggurats rise against a backdrop of jungle and mountains. Dark mosaics mark the walls at every turn, depicting in ebony, bronzewood, and dark sapphire the elf rebellion in Xen'drik or the dragon wars. Eternal flame memorials are also common, with purple flames signifying the achievements of a wizard, orange the deeds of a priest, and red the victories of a warrior. The many braziers burning with memorial fire give the city a lurid glow.

FEATURES OF SHAE MORDAI

The twin stone bridges of the Sibling Kings lead over Tal Dolas to Valaes Maerenor. The Bridge of the Brother is the northern stone arch, the Bridge of the Sister is on the south. They are both consecrated to the history of the various Sibling Kings who have ruled temporal Aerenal since its inception. Hundreds of monuments to different kings line each arch.

1. Valaes Maerenor: Only one building, the Maeranor Irian, stands on the river island that serves as a gateway to the City of the Dead. Three clerks (NG male elf expert 5) work here, overseen by an undying councilor and backed up by a score of undying soldiers. In lowered voices, they inquire about the business of any visitors. Elves with the Right of Counsel feat are allowed into the city, with an escort of three to five undying soldiers if the elf is not a native of Aerenal. All other visitors are turned away unless they can offer a compelling reason to enter. Compelling reasons include a direct missive from the Sibling Kings, a summons from an undying councilor or the Undying Court, an export or import contract with a Shae Mordai trading house, or a funeral procession for a famous elf.

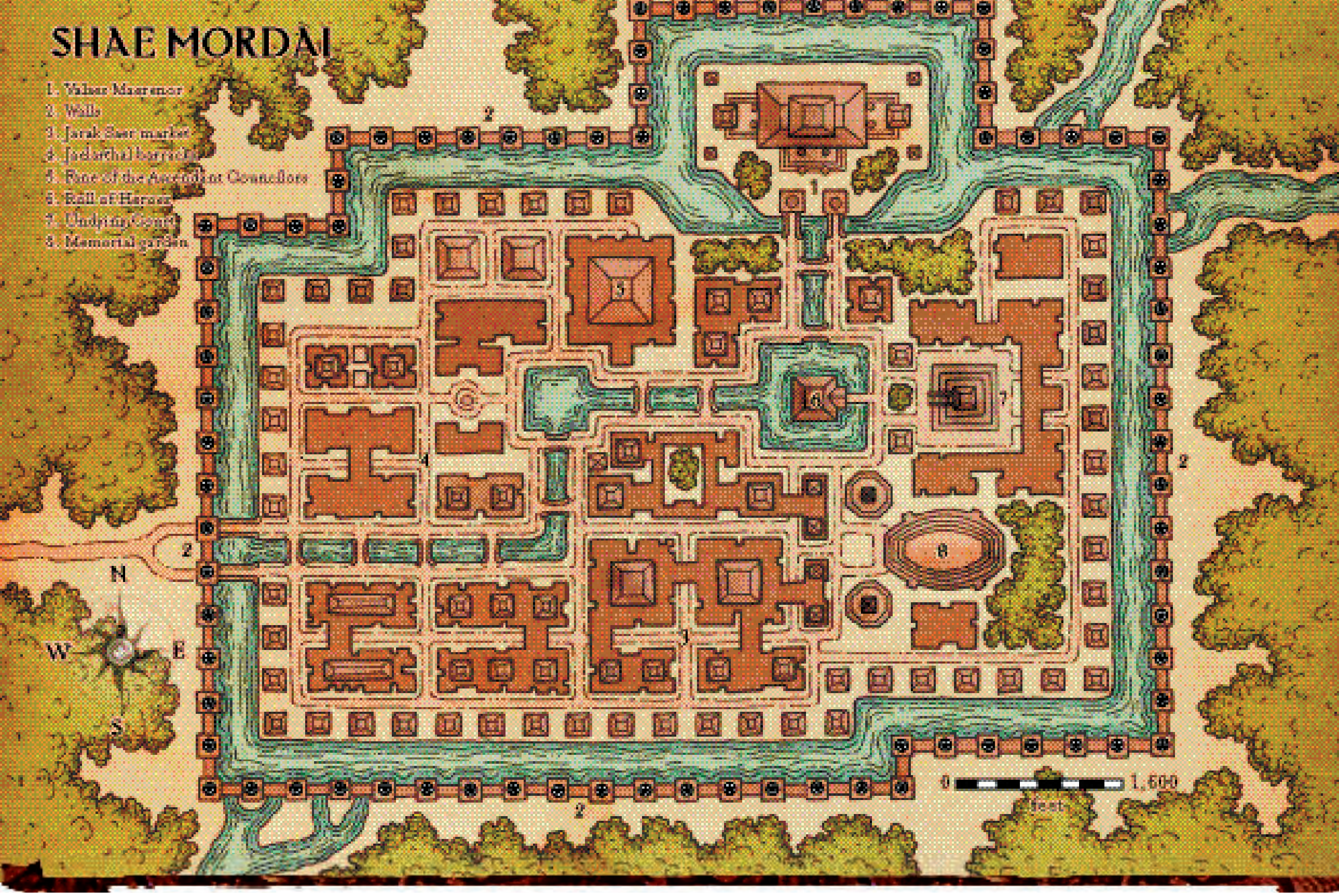
The manifest zone tied to Irian that covers the City of the Dead begins here. Within the city, spells that use positive energy, including *cure* spells, are maximized, while spells that use negative energy, including *inflict* spells, are impeded.

If a combat breaks out, the Maeranor Irian clerks take total cover under their desks while the undying soldiers swarm to the attack.

Undying Councilor (1): hp 96; EBERRON *Campaign Setting* page 301.

Undying Soldier (20): hp 26; EBERRON *Campaign Setting* page 302.

2. Walls of Shae Mordai: Scaling the walls of the City of the Dead is easy (Climb DC 10), thanks to the omnipresent bas reliefs, monument carvings, and graven elegies. Scaling the walls of the City of the



Dead without being noticed, however, is surpassingly difficult. *Alarm* spells blanket the walls; there is a *sonic blast glyph of warding* every 5 feet and a *symbol of death* every 10 feet (all CL 20th). Immune to the *symbols'* death effects and keyed to the *glyphs*, undying soldiers armed with masterwork longbows and undying wizards armed with *wands of lightning bolt* patrol the wall's crenellations and bartizans. They open fire immediately on any creature flying over the walls.

3. Jarak Saer: If Shae Mordai can be said to have a market district, this is it. No vendors hawk their wares, no wagons trundle, and no crowds bustle, but a steady stream of foot traffic quietly files in and out of the lancet arches piercing the stone town houses. Any piece of mundane equipment from the *Player's Handbook* or the EBERRON *Campaign Setting* is available here, including masterwork items. If an elf with the Right of Counsel feat shops here and succeeds on a DC 15 Diplomacy check, he can purchase masterwork weapons for only 200 gp more than the normal cost of the weapon, and masterwork armor for only 50 gp more than the normal cost of the armor. Additionally, with a DC 15 Gather Information check, any customer can locate covadish leaves, irian crystals, kieros leaves, ravar bark, and dajar mordai petals for sale. (These last two items are described below.)

The elven mania for monuments and ancestor-worship is at its peak here. Many street signs bear three or four names. Each name honors a different ancestor who accomplished a mighty feat; when an elf in Shae Mordai gives directions, he mentions every one of the street's names so that he can avoid showing disrespect to one of the honored dead. Many visitors to Shae Mordai wryly remark that the elves are long-lived only so that they can endure each other's travel directions.

Ravar Bark: This unusually rough bark peels from its tree in long, pulpy strips like cypress bark. If a character uses the bark to sharpen a slashing weapon's edge and succeeds on a DC 20 Craft (weaponsmithing) check, there is a 50% chance that the weapon gains the keen special ability for 1d4 hours. (The character cannot take 20 on this check, but he can take 10.) The ravar bark is consumed in the attempt to sharpen the weapon. Price 250 gp.

Dajar Mordai Petals: These cylindrical lavender flower petals resemble dagger blades ("dajar mordai" means "dagger of the dead"). When a healer uses the petals in conjunction with a Heal check to provide long-term care or to treat a wound, poison, or disease, there is a 30% chance that the healer gains a +4 enhancement bonus on her check. If used as part of a Heal check made to stabilize a dying creature, the petals automatically provide a +4 enhancement bonus on the Heal check. Price 10 gp.

4. Jaelarthal Barracks: The troops of the City of Dead's army billet themselves in the mausoleums and stone ziggurats of this quarter. Any random encounters in this area are always with undying soldiers or undying wizards.

5. Fane of the Ascendant Councilors: The true deity of the elves is the unified essence of the ascendant councilors (EBERRON *Campaign Setting* page 218), and this is the sanctum sanctorum of their faith. At noon each day, the Priests of Transition chant a mass to honor the most recently ascended councilors. At noon on the thirteenth day of each month, the priests begin the Long Mass, honoring all the ascendant councilors over a period of several days.

An elf with the Right of Counsel feat meets his undying councilor in the Fane. The councilor speaks in hushed tones over the chanting of the priests, his desiccated face lit by the lurid glow of the memorial fires. If the petitioning elf desires a spell to which the undying councilor does not have access, the elf can petition the council for additional assistance, accompanied by an offering of at least 100 gp per level of the spell desired along with a DC 15 Charisma check (with a +1 bonus for every 100 gold donated over the minimum). Success means that the undying councilor commands a Priest of Transition to prepare and cast the spell for the elf, provided that the priest is capable of casting the spell.

TYPICAL PRIEST OF TRANSITION CR 9

Female elf cleric 9 (Undying Court)
LG Medium humanoid
Init +0; **Senses** low-light vision, Listen +4, Spot +4
Languages Common, Elven

AC 23, touch 11, flat-footed 23
hp 53 (9 HD)
Immune sleep
Fort +7, **Ref** +3, **Will** +10 (+2 against enchantments)

Speed 20 ft. (4 squares)
Melee mwk scimitar +7/+2 (1d6/18–20) or
Ranged mwk shortbow +9/+4 (1d6/×3)
Base Atk +6; **Grp** +8
Special Actions turn undead (+1, 2d6+10, 9th), spontaneous casting (*cure* spells)
Combat Gear *mask of the skull* (+6 melee touch; Fort DC 20; death or 3d6+13 damage), *potion of invisibility*
Cleric Spells Prepared (CL 9th):
5th—*greater command* (DC 17), *spell resistance*^{D}

UNDYING WIZARD

Medium Deathless
Hit Dice: 3d12 (hp 20)
Initiative: +2
Speed: 30 ft.
Armor Class: 15 (with *mage armor*), touch 11, flat-footed 10
Base Attack/Grapple: +1/+1
Attack: Masterwork dagger +2 melee (1d4)
Full Attack: Masterwork dagger +2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Deathless traits
Saves: Fort +1, Ref +1, Will +3
Abilities: Str 10, Dex 14, Con –, Int 17, Wis 12, Cha 13
Skills: Concentration +6, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +9, Listen +4, Spot +4, Spellcraft +9
Feats: Combat Casting, Weapon Focus (ray)
Environment: Shae Mordai
Organization: Solitary or battery (2–8)
Challenge Rating: 2
Treasure: Gear only
Alignment: Usually neutral good
Advancement: 4–12 HD (Medium)

An undead elf in a black tunic stands before you. His last tufts of gray, stringy hair loll over his forehead. His withered hand clutches an ebony wand.

Undying wizards function as artillery in the deathless army guarding the City of the Dead. Like undying soldiers, they resemble zombies, but are much quicker and far more intelligent. Because these troops are charged with protecting the holiest city of an ancient and powerful people, they are armed well. Most carry *wands of lightning bolt*, but others carry *wands of glitterdust, bull's strength, true strike, enlarge person, web, grease, stinking cloud*, and *fireball*.

COMBAT

Undying wizards look to cast spells and use their wands from cover. If cornered, they cast defensively, having no fear of death but not wishing to compromise their defense of Shae Mordai.

Wand: An undying wizard carries a *wand of lightning bolt* (5d6 points of electricity damage; Reflex DC 14 half). A typical wand has 23 charges remaining at the start of an encounter.

Spells: An undying wizard casts spells as a 3rd-level wizard.

Typical Wizard Spells Prepared (4/3/2; Save DC = 13 + spell level): 0—*daze, message, ray of frost* (+4 ranged touch), *touch of fatigue* (+1 touch attack, DC 13); 1st—*ray of enfeeblement* (+4 ranged touch, DC 14), *magic missile, mage armor*†; 2nd—*scorching ray* (2; +4 ranged touch).
† Already cast.

Deathless Traits: See EBERRON *Campaign Setting* page 275.

4th—*divine power, greater magic weapon, spell immunity*^{D}, *summon monster IV*
3rd—*dispel magic, halt deathless*^{D} (DC 15), *invisibility purge, prayer, searing light* (+8 ranged touch)
2nd—*bear's endurance, hold person* (DC 14), *lesser restoration, silence, shield other*^{D}, *sound burst* (DC 14)
1st—*bless, command* (DC 13), *deathwatch, divine favor, protection from evil, sanctuary*^{D} (DC 12)
0—*detect magic, detect poison, light, read magic, resistance, virtue*
D: Domain spell. Domains: Deathless (greater rebuking 1/day), Protection (*protective ward* 1/day, +9)

Abilities Str 10, Dex 14, Con 12, Int 10, Wis 15, Cha 13
Feats Craft Magic Arms and Armor, Craft Wondrous Item, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar)
Skills Concentration +10, Knowledge (religion) +6, Listen +4, Search +2, Spellcraft +9, Spot +4
Possessions combat gear plus *+1 full plate, +1 heavy steel shield,* masterwork scimitar, masterwork shortbow with 25 arrows

6. Roll of Heroes: This ziggurat is the second tallest in Shae Mordai, surpassed only by the jet, obsidian, and limestone ziggurat rising like a mountain in the center of the Undying Court. The Roll of Heroes ziggurat has three pairs of eternal flames in silver basins, burning in a row on either side of the entry to the ziggurat: one purple, one orange, and one red. The connection to the past is particularly strong here. Any elf who worships the Undying Court casts divination spells at +2 caster level when on the steps of the Roll of Heroes.

7. Undying Court: No thief, dragon, cultist, or assassin has ever breached the walls of the Undying Court. Walls trapped and guarded in the same manner as the city's outer walls surround the court, but in addition to the *sonic blast glyphs* and the *symbols of death*, a *wall of force* effect extends above the court in a dome. Most sages agree that this effect is created by one of the Xen'drik artifacts kept in the court vaults. Whatever its source, it also renders the court proof against all forms of dimensional, magical, and psionic travel, including teleportation, *shadow walk, ethereal jaunt,* and similar spells and abilities.

8. Memorial Garden: This serene open area forms the only public garden in Shae Mordai, and elves can be found wandering and meditating here regularly. Eternal flames burn in decorated braziers and basins throughout the park, filling the grove and lawn with an unearthly beauty. In the center of the park is a sunken amphitheater, with limestone steps descending to a flat area in the center. Memorial rites are often performed here, including elven lays commemorating the heroes of the past.

ENCOUNTERS IN SHAE MORDAI

Within the boundaries of Shae Mordai, characters are unlikely to run into any violent encounters unless they start the fight. The following table identifies the types of individuals the PCs might encounter at any given time on the city's streets.

SHAE MORDAI ENCOUNTERS

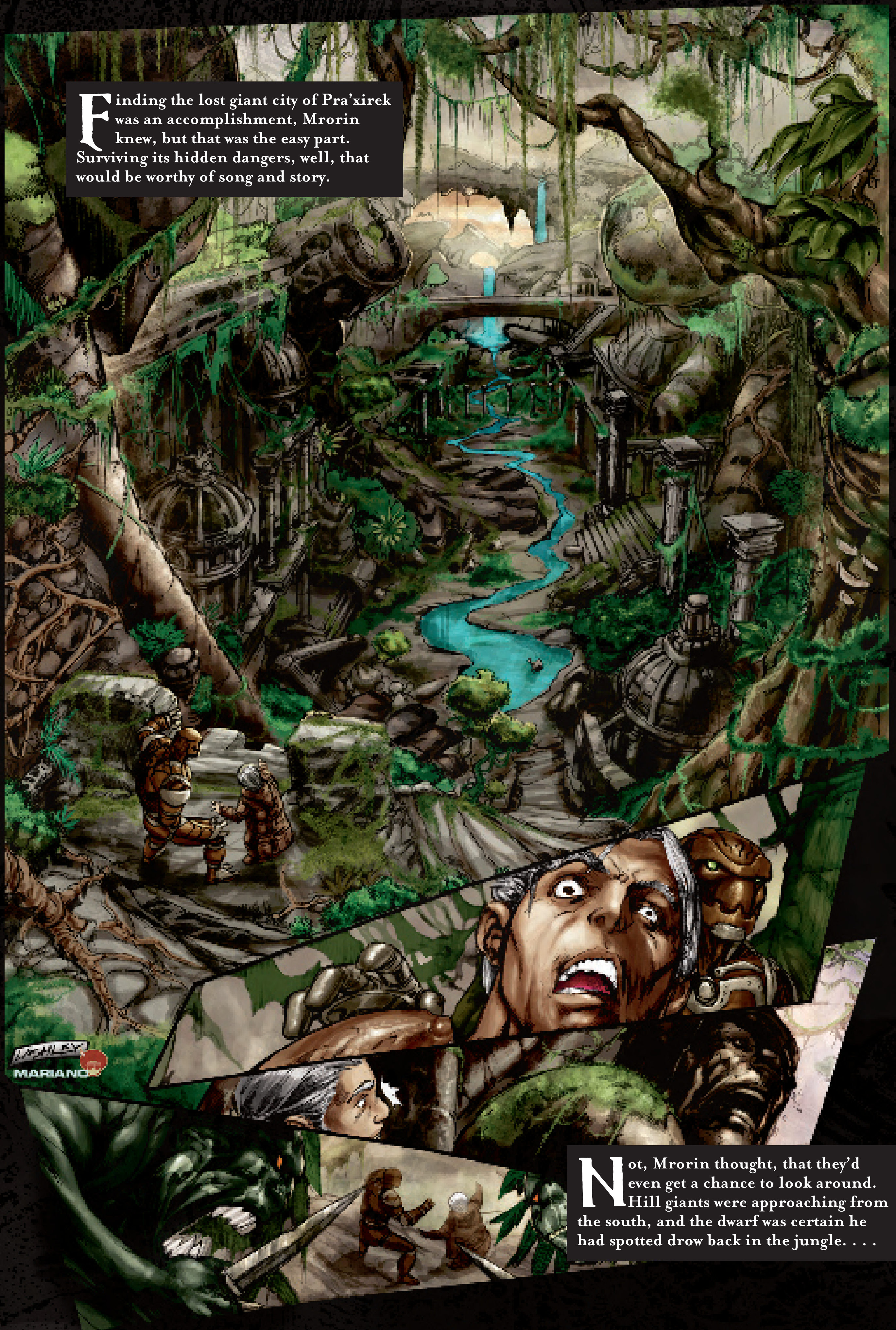
(10 minutes, 20%)

d%	Encounter	Average EL
01	1 ascendant councilor (*ECS* 276)	18
02–05	1 elf seeking a prophecy (elf of any class, 10th level)	10
06–15	1d4+2 acolytes of Transition (5th-level elf clerics)	9
16–30	1 Priest of Transition (see above)	9
31–35	1d4+2 Stillborn agitators (5th-level elf sorcerers)	9
36–47	1 undying councilor	9
48–54	1 foreign academic (human 6th-level wizard/2nd-level loremaster)	8
55–66	2d4+3 undying soldiers	8
67–73	1d3 Jarak Saer merchants (5th-level elf rogues)	7
74–86	1d4+2 undying wizards	7
87–91	1d3 masons or flametenders (5th-level elf experts or magewrights)	6
92–100	1d4+2 pilgrims (3rd-level elf aristocrats)	6

ADVENTURE IDEAS

—The high priests of the Blood of Vol cult reserve their deepest hatred for the elves of Aerenal. In an effort to sow chaos in the Undying Court, a bold agent (female changeling necromancer 10) has approached the PCs disguised as an male elf on a pilgrimage to Shae Mordai, asking them to escort him there. After the PCs arrive in Shae Mordai, the necromancer assumes the appearance of one of the PCs and desecrates a part of the memorial garden, extinguishing fires and blighting plants. When the crime is discovered, the PCs are immediately blamed while the necromancer takes advantage of the distraction and tries to find a way inside the Undying Court. Can the characters prove their innocence and stop the necromancer before she can infiltrate the court and carry out her plan of assassination?

—One of the PCs acquires a wasting curse in Xen'drik. Divinations reveal that the only way to reverse the process is to bathe in a thousand-year-old flame. The eternal flames of the City of the Dead have been burning for longer than that—but how can the PC get into the city?



Finding the lost giant city of Pra'xirek was an accomplishment, Mrorin knew, but that was the easy part. Surviving its hidden dangers, well, that would be worthy of song and story.

Not, Mrorin thought, that they'd even get a chance to look around. Hill giants were approaching from the south, and the dwarf was certain he had spotted drow back in the jungle. . . .

CHAPTER FIVE

DESTINATIONS

Unlike the points of origin and midpoints discussed in Chapters 3 and 4, destinations are meant to be explored only once. These are the places about which you'll later tell tales around the campfire or in the lecture hall. Usually remote or completely hidden, adventure destinations offer dangers as great as their rewards.

Whether you risk the trackless jungles of Xen'drik or the subtle machinations of the Lords of Dust, destinations are ultimately what your adventures are all about.

This chapter describes ten destinations—enough exploration opportunities to last a long time . . . perhaps a lifetime:

Ashtakala: A once great city of the Age of Demons, whose inhabitants now plot to restore its ancient evil glory.

Argonnessen Observatory: The home of Tyrass the Learned, filled with scrying chambers, wealth, and clues to the draconic Prophecy.

Khyber Dragonshard Cavern: Underground riches await those brave or foolish enough to venture within.

Madwood Citadel: Once the home of an elf necromancer, this haunted tower now knows only madness and death.

Pra'xirek: An ancient giant city fallen to ruin that still manages to hold its secrets safe from prying eyes.

Quori Monolith: The physical manifestation of the Inspired threat, a psionic control center and power source.

Shalquar Monastery: A hidden fortress from where the kalashtar plot the next stage of their war against the Inspired.

Tharkgun Dhak: A fortress of the ancient giant empire, now the focus of a power struggle between three different groups, none of which would welcome interlopers.

Frostfell Shipwreck: The lost remains of a legendary expedition into the heart of winter.

Haka'torvhak: A fallen demonic city, now a prison for demons and the site of a massive dragon hoard.

Encounter Tables: When random encounters are possible at a location (or on the way to one), the site's description includes an appropriate table. Beneath each table's heading is a parenthetical note that indicates how often to check for an encounter and the percent chance that an encounter occurs at that time. For instance, the note for the Ashtakala table reads "(10 minutes, 15%)," meaning a 15% chance of an encounter at the end of every 10 minutes that characters spend there.

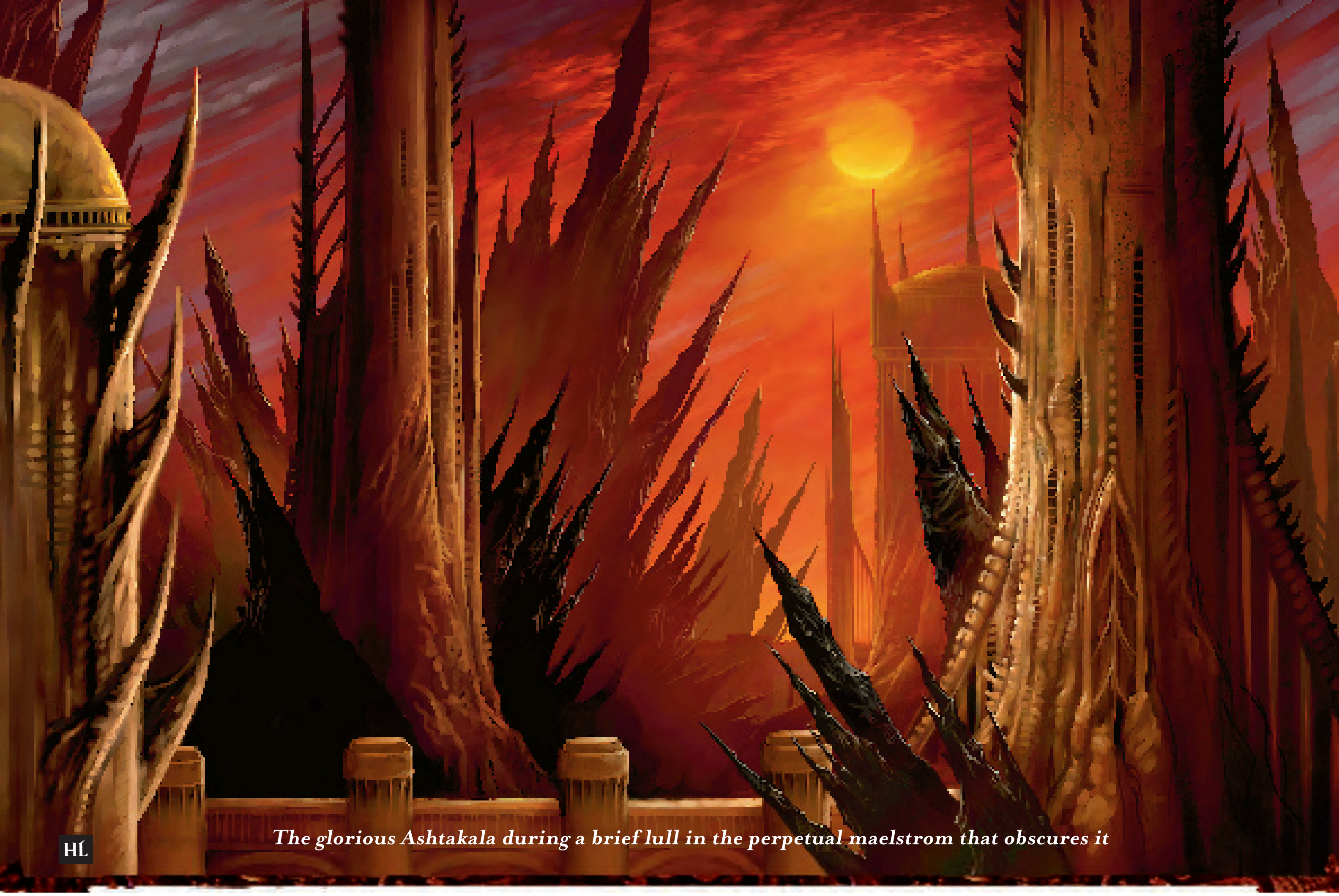
ASHTAKALA

Spawned among the dragon bones and cradled in blood, the hatred that drives the fiends has been nurtured for centuries in the bosom of Ashtakala. Rare is the human eye that has gazed upon the demon city, warded as it is by a permanent storm of black sand and obsidian shards that obscures mundane and arcane sight. The Carrion Tribes skulk in the wastes around the city, collecting the abraded corpses of explorers foolish enough to brave the maelstrom. These lucky ones typically meet their ends on the spits and cairn-altars of the degenerate barbarian hordes; the unhappy traveler who chances to penetrate the city of the Lords of Dust is likely to meet a far worse fate.

Lands: The Demon Wastes surrounding Ashtakala are a barren expanse of black sand and obsidian gravel, a ruined land rolling in dark swells littered with scree. To the south and east, the Wastes rise into the mountains. Far to the north, a smoldering volcano range bloodies the horizon with fire.

Getting There: Most mortal travelers to Ashtakala stop in Festering Holt, a tumbledown hodgepodge of dilapidated shacks that passes for a hamlet some 100 miles southwest of the ancient demon city. Here, one sleeps in the notorious Dead Before Morning inn, takes a deep breath upon waking, and prays before setting out to cross the Wastes.

The journey to Festering Holt is long and arduous, with the safest routes by axe and crampon over the Icehorn Mountains (whether approaching overland through the Towering Wood, or by water across Eldeen Bay), or by supernatural guidance through the divine wards of the Labyrinth.



The glorious Ashtakala during a brief lull in the perpetual maelstrom that obscures it

Teleporting into the Demon Wastes is risky, and many wizards have reported powerful interference with such spells. It is commonly believed that the magic that bound many fiends to the Wastes and created the Labyrinth to befuddle their escape attempts also interferes with teleportation magic. Magical travel into Ashtakala itself is impossible because the storm that engulfs it prevents all teleportation and divination (magical and psionic).

Appearance: Ashtakala has existed since the Age of Demons, having been razed and rebuilt countless times over the millennia. Present-day Ashtakala is a sight to behold. Titanic shards of volcanic glass thrust over 1,000 feet into the sky, gleaming like jagged black blades. Wedged between them are undefended walls of dark malachite. Over 50 feet high, they form a misshapen ring around the multitiered city. Although most of Ashtakala's buildings have collapsed into ruin, many tall towers and indomitable fortresses remain, inhabited by demons and haunted by the ghosts of everything that has perished here since the dawn of civilization. At the heart of the city stands a towering spire of black glass, emerging from which is the fearsome palace of the Lords of Dust. Horrible screams emanate from within the palace at all hours, and colorless ash from the nearby volcano blankets the demon-plagued streets.

A raging storm surrounds Ashtakala, day and night. Reaching the city means passing through a maelstrom of volcanic glass shards capable of shredding a creature to the bone in seconds.

Ashtakalan Storm: This storm has been raging for over a hundred thousand years. It circles the city at a distance of half a mile, and is some 500 feet wide. The jagged volcanic glass driven by the wind deals 6d6 points of slashing damage each round to any exposed creature or object. Moreover, the winds are of windstorm strength (see page 95 of the *Dungeon Master's Guide* for wind effects), except that the storm's obsidian shards deal lethal damage (rather than nonlethal) to creatures blown away.

With a DC 30 Survival check, a character can spot a lull in the storm during which it deals only 4d6 points of damage per round. This lull lasts for fifteen minutes.

A *control weather* spell calms the storm's winds to severe status and reduces its damage to 2d6 points per round. Should the characters also make a successful DC 30 Survival check while the *control weather* spell is in effect, the damage is reduced to nothing.

THE DEMON WASTES

Ashtakala is only one feature of the desolate Demon Wastes. Travelers who find themselve en route to the demon city are guaranteed a road fraught with danger. There is no such thing as a friendly face in that blighted land.

The table below is suitable for determining encounters for characters traveling to or from Ashtakala.

DEMON WASTES ENCOUNTERS

(1 hour, 8%)

d%	Encounter	Average EL
01–03	1 odopi[1]	14
04–13	1d4+2 zakya rakshasas[2]	12
14–21	1d3 vrock demons	11
22–30	2d4+3 nightmares	11
31–32	1 retriever bound for Blood Crescent[2]	11
33–42	1 rakshasa	10
43–54	1d4+2 babau demons	10
55–68	1d4+2 Carrion Tribe degenerates and Rot Lord	9
69–76	1d4+2 feral yowlers[1]	9
77	1 night hag	9
78–80	Duststorm	3
81–85	1 succubus demon	7
86–90	1 Carrion Tribe sacrifice	6
91–100	Narstone deposit	—

[1] See *Monster Manual III.*

[2] See the *Eberron Campaign Setting.*

Carrion Tribe Degenerates: These scavengers (NE human male barbarian 3) are accompanied by a single Rot Lord. Half of all Carrion Tribe scavenging parties are also accompanied by an otyugh.

CARRION TRIBE ROT LORD (RAGING) CR 7

Male human barbarian 7
NE Medium humanoid
Init +2; **Senses** Listen +5, Spot +1
Languages Common

AC 16, touch 10, flat-footed 14; improved uncanny dodge
hp 72 (7 HD); **DR** 1/—
Fort +10, **Ref** +4, **Will** +5; +2 against poison and disease

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Speed 40 ft. (8 squares)
Melee *+1 spiked greatclub* +14/+9 (1d10+7) or
Ranged bone javelin +9/+4 (1d6+5)
Base Atk +7; **Grp** +12/+7
Atk Options Cleave, Improved Bull Rush, Power Attack, rage 2/day (6 rounds)
Combat Gear *potion of cure serious wounds*

Abilities Str 20, Dex 14, Con 17, Int 8, Wis 12, Cha 10
SQ trap sense +2
Feats Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatclub)
Skills Climb +11, Intimidate +12, Jump +13, Listen +5, Survival +9
Possessions combat gear plus *+2 chain shirt, +1 spiked greatclub*, 7 bone javelins, Carrion Tribe cheek ring, 5 platinum cheek rings (60 gp each)

Carrion Tribe Cheek Rings These rings provide a +2 enhancement bonus on saving throws made to resist poison and disease and a +2 enhancement bonus to Intimidate checks. Moderate abjuration; CL 5th; delay poison, scare; Price: 4,100 gp.

When not raging, the Carrion Tribe Rot Lord has the following changed statistics:
AC 18, touch 12, flat-footed 16
hp decrease by 14
Fort +8, **Will** +3
Melee *+1 spiked greatclub* +12/+7 (1d10+4) or
Ranged bone javelin +9 (1d6+3)
Base Atk +5; **Grp** +10
Abilities Str 16, Con 13
Skills Climb +9, Jump +11

Carrion Tribe Sacrifice: This is a human body staked upright on crossed poles. The sacrifice is surrounded by five small rock cairns, which *desecrate* the area and act as *glyphs of warding (acid blast)* (caster level 6th; Search DC 28; Disable Device DC 28). Anyone crossing the cairns in hopes of rescuing the victim is likely to be disappointed, though, since the sacrifice has become a ghoul, currently immobilized by the poles.

Duststorm: Even outside the omnipresent storm that surrounds Ashtakala, the black sand and volcanic glass of the Demon Wastes blows furiously. See the Duststorm entry, page 94 of the *Dungeon Master's Guide*, but a duststorm in the Demon Wastes deals lethal damage (rather than nonlethal) to creatures blown away.

Narstone Deposit: A DC 20 Spot check uncovers a slick gray-black pebble lying in the wastes. The stone is actually a narstone (see page 92 of the *Eberron Campaign Setting*); a DC 30 Search check reveals 1d3 more.

FEATURES OF ASHTAKALA

The demons built their chaotic city according to no plan, and the result is a riot of basalt galleries, glass towers, and brass domes. Cracked and toppled by the dragons' might, the peaks of opalescent spires have fallen to block many streets.

1. The Walls of Ashtakala: Since being sung down by the couatls, the walls of Ashtakala have been rebuilt among the giant shards of obsidian that spear up into the sky. The gates to the city sit on the western perimeter.

2. Amphitheater of Pain: Once, this amphitheater played host to tier upon tier of horned fiends, demons, and wisps of abyssal shadow relishing the vile torture performed on the floor below. Two mariliths armed with knives, clamps, and extractors provided the entertainment, working on captured couatls, lesser fiends, and wyrmling dragons. Now, however, the amphitheater's brass half-dome is cracked and charred, and its stone tiers are clogged with debris from the city's collapse. The twisted magic of the place endures, however, and anyone in the amphitheater when a creature is killed here enjoys the effects of a *bless* spell (CL 11th).

3. Demon Glass Gallery: This ancient hall appears as an enormous gallery with a green marble narthex and skylights of rippled glass. Once, levitating fiends studied the countless *demon glasses* hanging on the walls and floating in midair, slowly spinning. In reality, this chamber is as blasted as the rest of the city, but despite the destruction some *demon glasses* survive. Polished ovals, jagged shards, hand-sized glasses, and panes wider and taller than a glabrezu are here. Each flashes with Infernal characters and scenes of Khyber, the Wastes, and strange lands from Eberron's past.

If a character gazes into a random *demon glass*, roll d20 and consult the following table for effects.

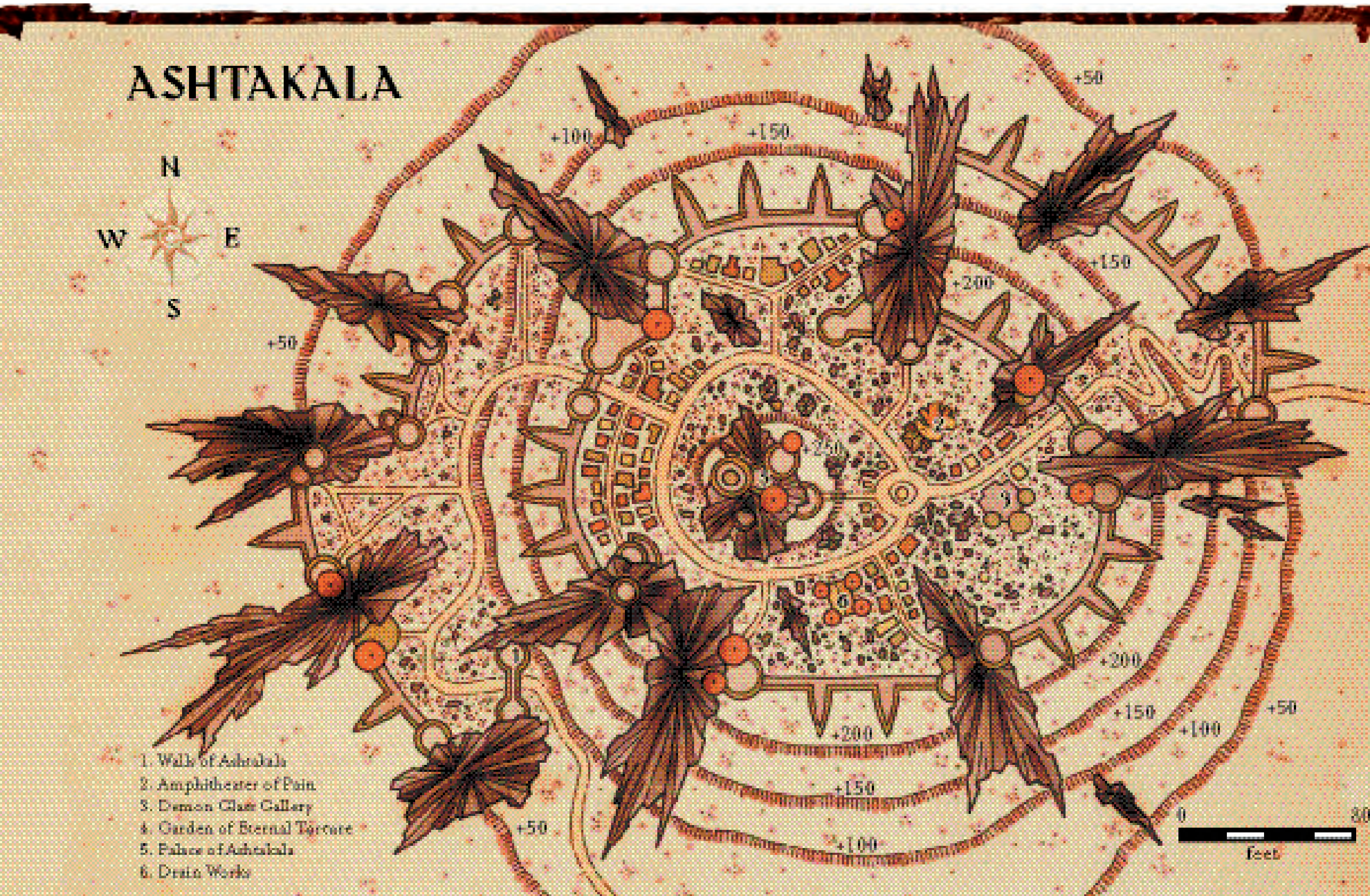
d20	Demon Glass Effects
1	*Mirror of life trapping*
2	*Mirror of opposition*
3	*Mirror of mental prowess*
4	Fully functioning *demon glass*
5	*Demon glass oracle*
6–20	Inactive

If removed from the gallery, the glasses here lose their magic with the exception of the fully functioning *demon glass*.

Fully Functioning Demon Glass: *Demon glass* can be used as a special focus for a *scrying* or *nightmare* spell. When so used, there is a 20% chance that the *demon glass* will impose a –2 penalty on the target's Will save. As a focus, the *demon glass* does not replace the material component of a *scrying* spell, but does replace the spell's arcane or divine focus. If sold on the open market, *demon glass* can fetch as much as 1,200 gp.

Demon Glass Oracle: A *demon glass oracle* depicts the viewer locked in battle with an ancient demon. Similar to the personal prophecy of a cataclysm mage (see page 58), the *oracle* grants power to a viewer who takes the vision as prophecy and attempts to live out his vision. If the recipient of a vision from a *demon glass oracle* meets and defeats in single combat the fiend revealed in the vision, he gains double the normal experience for that encounter, and the next two action points he spends allow him to roll d10 rather than d8 or d6. To find the fiend revealed, roll on the table below. Add 5 if the viewer has draconic blood.

d10	Fiend Revealed
1	Dretch
2	Babau
3	Fiendish triceratops
4	Vrock
5	Half-fiend minotaur
6	Bebilith
7	Night hag
8	Hezrou
9	Fiendish purple worm
10+	Marilith



4. Garden of Eternal Torture: Once a pleasant garden teeming with orchids and graced by a fountain, there is little here now but dust and dirt. In the center of the fountain, a couatl writhes in constant pain. A *break enchantment, wish, limited wish,* or *miracle* releases the poor serpent from his eons-long torture. Miklatumh is quite insane from the pain, but if his mind is restored with a *heal* spell, he becomes a staunch ally of the party.

5. Palace of Ashtakala: This is the ruins of a rajah's palace, preserved by illusion as it was in the Age of Demons. Flying onyx buttresses support a roof of volcanic rhyolite. Lotus blossoms float in waist-high golden bowls of dragon tears, unholy water, and blood. The rajah's throne is malachite and bloodstone, and the entire palace is redolent of sulfur. It is home to the Bleak Congress, the name given to the infrequent assemblage of the Lords of Dust in the ruins of Ashtakala.

The Lords usually return one by one, bound by ancient magic to the city. Most enter or leave the Wastes on foot through the Labyrinth, since they have found that lone travelers in disguise are more apt to elude the Ghaash'kala who guard that holy maze.

At a Bleak Congress, plots are hatched in time scales beyond the grasp of mere mortals. A century's pause while a plot ripens is nothing to the Lords of Dust, and they while away the years toying with the lesser races or engineering other schemes. These creatures relish the fall of whole continents and the rise of savagery, and it is possible that they plot for Khorvaire what has befallen Xen'drik. The Lords scheme in secret behind the Ashtakalan maelstrom, secluded from the eyes of the best diviners of the common races. Some believe their current plans include a plot to remove Rhashaak from Haka'torvhak (see page 145) and release the demons he guards from the mighty volcano in the heart of Q'barra. Others suspect the Lords of Dust of working to start another war that will eclipse even the Last War in scope and devastation.

One Lord who has attended every Bleak Congress over the past seven centuries is Ethon Panjilcuttra, a rakshasa artificer who maintains the Drain Works (see below) and produces dust-stuffed creatures for the use of his fellow Lords.

Ethon Panjilcuttra CR 18

Male rakshasa artificer 8
LE Medium outsider (native)
Init +3; **Senses** darkvision 60 ft., detect thoughts, Listen +14, Spot +12
Languages Common, Goblin, Infernal, Undercommon

AC 30, touch 16, flat-footed 27; Dodge
hp 107 (15 HD); **DR** 15/good and piercing
SR 27
Fort +10, **Ref** +9, **Will** +13

Speed 40 ft. (8 squares)
Melee +2 *unholy falchion* +17/+12/+7 (2d4+6/16–20 plus 2d6 against good) or
Melee 2 claws +14 (1d4+1) and bite +9 (1d6)
Base Atk +13; **Grp** +14
Special Actions detect thoughts (CL 18th; DC 16)
Combat Gear *wand of fireball* (CL 8th*, DC 16*, 30 charges), *wand of unholy blight* (CL 10th*, DC 18*, 24 charges), *wand of cure serious wounds* (CL 7th*, 15 charges), *wand of grease* (CL 3rd*, DC 13*, 40 charges)
* Includes caster level and DC increases from Wand Mastery feat
Artificer Infusions (CL 8th; DC 11 + level of infusion):
4/day—4th, 3rd, 2nd
2/day—1st
* See page 103 of the EBERRON *Campaign Setting* for available artificer infusions
Sorcerer Spells Known (CL 7th):
3rd (5/day)—*blink, ray of exhaustion* (+16 ranged touch; DC 17)
2nd (7/day)—*blur, levitate, mirror image, scorching ray* (+16 ranged touch)
1st (7/day)—*charm person* (DC 15), *protection from good, ray of enfeeblement* (+16 ranged touch, DC 15), *shield, silent image* (DC 15)
0 (6/day)—*acid splash* (+16 ranged touch), *detect magic, mage hand, message, ray of frost* (+16 ranged touch), *read magic, touch of fatigue* (+13 melee touch, DC 14)

Abilities Str 12, Dex 16, Con 16, Int 13, Wis 14, Cha 18
SQ change shape
Feats Alertness, Brew Potion^{B}, Combat Casting, Craft Construct, Craft Magic Arms and Armor^{B}, Craft Wand^{B}, Craft Wondrous Item^{B}, Dodge, Exceptional Artisan^{B}, Improved Critical (falchion), Scribe Scroll^{B}, Wand Mastery^{B}, Weapon Focus (falchion)
Skills Bluff +18, Concentration +13 (+17 casting defensively), Craft (weaponsmithing) +11, Craft (blacksmithing) +10, Craft (sculpting) +14, Diplomacy +8, Disguise +18 (+20 acting)*, Intimidate +6, Listen +14, Move Silently +14, Perform (oratory) +13, Sense Motive +12, Spellcraft +11, Spot +12, Use Magic Device +12
* When using change shape, Ethon gains a +10 circumstance bonus on Disguise checks
Possessions combat gear plus +2 *unholy falchion, gloves of Dexterity +2, bracers of armor +5, ring of protection +3,* keys to the Drain Works

Change Shape (Su) Ethon can assume any humanoid form or revert to his own form as a free action, but cannot use claws or bite attack in changed form. Change in form cannot be dispelled, but Ethon reverts to his true form when killed. *True seeing* reveals his natural form.

6. Drain Works: A ramp lined with columns carved in the shape of succubi leads to an underground vault housing two rows of thirteen macabre, transparent sarcophagi. Ethon Panjilcuttra keeps these hideous wondrous items in functioning order, although only one or two are usually active at a time. When a helpless living creature is placed into one of the clear sarcophagi, numerous eldritch suction cones, siphons, and bore tubes attach to its flesh. They hum and chug as they drain the creature's soul. A creature so trapped must succeed on a DC 20 Fortitude save each day or gain two negative levels.

When the creature gains negative levels equal to or greater than its Hit Dice, its viscera have been completely sucked out, and it becomes a hollow shell. The suction cones and siphons detach, while the bore tubes pause then begin pumping instead of draining. Within 10 minutes, they stuff the husk of the victim with dust, giving the creature the dust-stuffed template.

The Lords of Dust enjoy corrupting powerful former enemies and keeping them as loyal dust-stuffed lieutenants. Dust-stuffed also make extraordinary spies, and the Lords use them as covert agents for intelligence-gathering activities across Khorvaire.

SAMPLE DUST-STUFFED SPY

ARTHAN D'BENTALLE CR 7

Male dust-stuffed human aristocrat 3/rogue 3
LE Medium humanoid
Init +9; **Senses** Listen –1, Spot –1
Languages Common, Abyssal

AC 20, touch 15, flat-footed 15; Dodge
hp 40 (6 HD); **DR** 15/bludgeoning
Fort +4, **Ref** +9, **Will** +3

Speed 30 ft. (6 squares)
Melee mwk short sword +11 (1d6+2/19–20)
Base Atk +4; **Grp** +6
Atk Options sneak attack +2d6
Special Actions churn (1/day, 6 rounds)

Abilities Str 14, Dex 20, Con 15, Int 12, Wis 8, Cha 10
SQ choking hazard, dead aura
Feats Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (short sword)
Skills Bluff +9, Diplomacy +6, Disguise +8 (includes disguise kit bonus), Forgery +7, Gather Information +9, Hide +14, Move Silently +14, Open Lock +8, Sense Motive +8
Possessions *+2 studded leather armor,* masterwork short sword, disguise kit, 3 doses of carrion crawler brain juice, 7 applications of black adder venom, 98 gp, charm bracelet with spare winding keys

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Dead Aura (Ex) A dust-stuffed creature radiates no alignment aura and no magical aura. This does not extend to the items in its possession.

Churn (Su) When a dust-stuffed creature winds its key, it stirs its inner dust into a frenzy and gains the effects of a *haste* spell.

Choking Hazard (Ex) When a dust-stuffed creature takes more than 20 points of damage from a single slashing or piercing blow, dust billows from the wound, forcing all adjacent creatures to make a DC 15 Fortitude save or take a –2 penalty on attack rolls, saves, and skill checks for 1d4 rounds.

CREATING A DUST-STUFFED

"Dust-stuffed" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A dust-stuffed creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct, with the living construct subtype. It has all living construct subtype traits (see Warforged Racial Traits, page 23 of the EBERRON *Campaign Setting*), except that it is not subject to the effects of *heat metal*, *repel metal or stone*, and similar spells. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Special Attacks: A dust-stuffed creature retains all the special attacks of the base creature and gains those below.

Churn (Su): A dust-stuffed creature is typically fitted with one or more stirring rods whose winding keys sprout from the creature's neck, rib-cage, or eye sockets (typically dust-stuffed creatures with eye-socket winding keys wear cowls, dark spectacles, or bandages to conceal the fact; their vision is unimpaired). When a dust-stuffed creature winds its key, it stirs its inner dust into a frenzy and gains the effects of a *haste* spell (caster level equal to the Hit Dice of the dust-stuffed). It can use this ability once per day per 4 HD. Each use takes a standard action and does not provoke attacks of opportunity.

Special Qualities: A dust-stuffed creature retains all the special qualities of the base creature and gains those below.

Choking Hazard (Ex): When a dust-stuffed creature takes more than 20 points of damage from a single slashing or piercing blow, dust begins to billow from the wound. All creatures within a 5-foot radius must succeed on a DC 15 Fortitude save or take a –2 penalty on attack rolls, saves, and skill checks while within the cloud.

Damage Reduction (Ex): A dust-stuffed creature has damage resistance 15/bludgeoning.

Dead Aura (Ex): A dust-stuffed creature radiates no alignment aura and no magical aura. This does not extend to the items in its possession.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2.

Alignment: A dust-stuffed creature's alignment changes to lawful evil.

Challenge Rating: Same as base creature +1.

Level Adjustment: Same as base creature +5.

ENCOUNTERS IN ASHTAKALA

Even though the demon city is but a shadow of its former infernal glory, dangers are still to be found in abundance. Roll on the table below for potential encounters as characters wander the ruins.

ASHTAKALA ENCOUNTERS

(10 minutes, 15%)

d%	Encounter	Average EL
01–07	1 ak'chazar rakshasa[1]	15
08–11	1 astral deva (probably incognito)	14
12–21	1d3 hezrou demons	13
22–29	1d3 naztharune rakshasas[1]	13
30–39	1d4+2 vrock demons	13
40–54	1d3 rakshasas	12
55–64	1d4+2 zakya rakshasas[2]	12
65–69	1 half-fiend elder xorn	11
70	1d3 night hag	11
71–80	1d3 babau demons	8
81–85	1 succubus posing as tortured half-dragon	7
86–100	Arthan D'Bentalle (page 114)	6

1 See *Monster Manual III.*

2 See *EBERRON Campaign Setting* page 162.

ADVENTURE IDEAS

—The *Apocalypse of Iridal Monsain* records the attempt by an early missionary of the Church of the Silver Flame to accomplish a seemingly impossible task: convert rather than smite the fiends of Ashtakala. Regarded as heretic apocrypha by church pontiffs and purged from the canon, the *Apocalypse* has nonetheless maintained a high level of interest among scholars.

Now the church has become interested as well, for the Voice of the Silver Flame has vouchsafed to Jaela Daran that the book of Iridal is nothing less than a holy relic of the church, and the church has accordingly arranged an expedition to determine Iridal's final resting place and recover his remains if possible. Did the Carrion Tribes seize Iridal before he could reach the demon towers, and is he now worn as a hunting cloak by those wallowers in filth? Or is he dangling in the chains of a Lord of Dust, preserved by magic as bait to lure church exorcists?

—The Ghaash'kala lost Raalit Morddag, one of their paladins, on a recent raid against the Carrion Tribes. Raalit now languishes in Ashtakala, awaiting his turn in the Drain Works of Ethon Panjilcuttra. The Ghaash'kala beg the party to rescue the holy warrior before he becomes a dust-stuffed creature.

ARGONNESSEN OBSERVATORY

In the mountains of Argonnessen, there exist massive structures of metal and stone that twist and writhe with inner life, moving in time with the planes and the Ring of Siberys where it circles the sky. These constructs are both beautiful to behold and frightening to contemplate. They are the homes of dragons who have spent their lives studying the draconic Prophecy, and such creatures do not brook the interruption of their work by the lesser races.

The following describes a sample Siberys observatory in Argonnessen, operated by a gold dragon named Tyrass. While no two Argonnessen observatories are identical, this description can be used for others with only minor modifications.

Lands: The observatory of Tyrass is located in the mountains north of Totem Beach in Argonnessen. While the Great Barrier hides most observatories from the view of the lesser races, Tyrass felt that this location offered unique opportunities for observation of the Ring of Siberys. He has therefore had to deal with more than his fair share of intruders over the centuries, and has occasionally dealt harshly with adventurers seeking information from him.

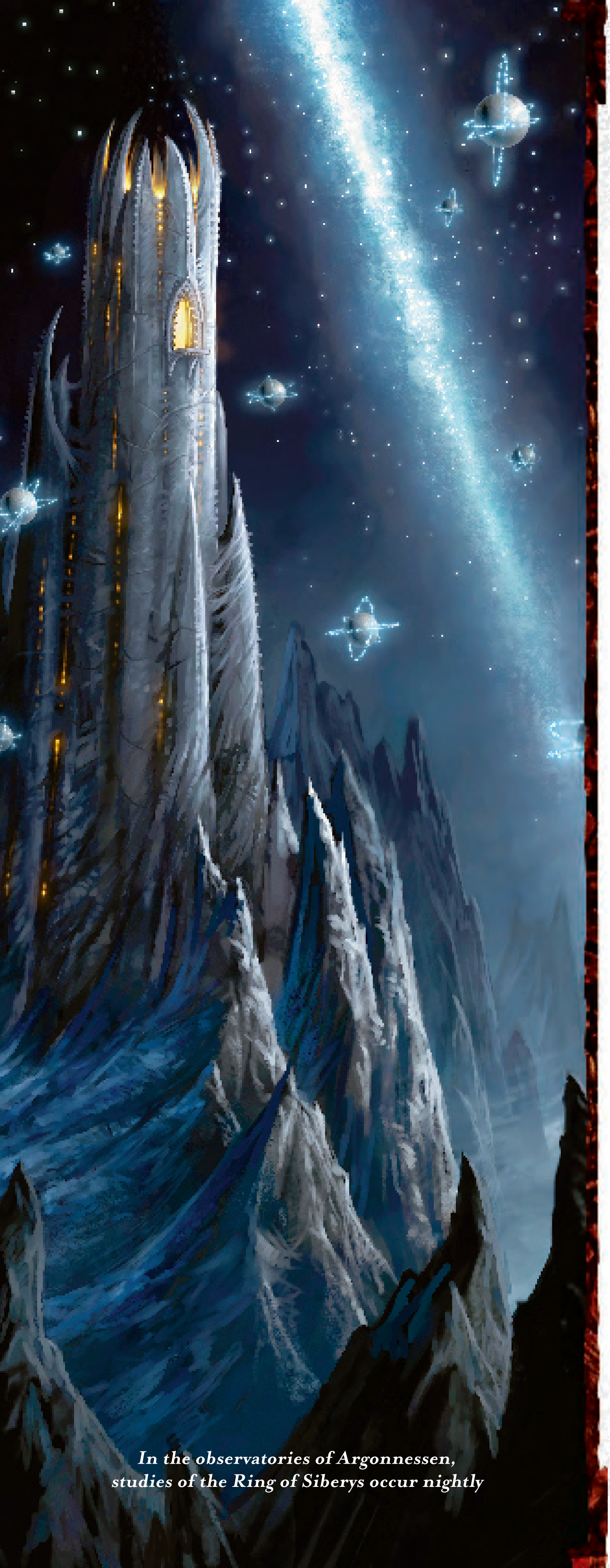
Getting There: There are no paths or land routes to the observatory; since only dragons are welcome, there has never been the need for such roads. Only those who can make the three-day-long flight through the otherwise impassable mountains have any hope of approaching the tower successfully.

Due to the shifting and changing nature of the observatory's control rings and spheres, using a *teleport* spell to reach the place is dangerous. Even for those with prior knowledge of the observatory (magical or otherwise), any attempt to teleport into or onto the tower should be treated as an attempt to reach a false destination (see the *teleport* spell description, page 292 of the *Player's Handbook*).

Appearance: Thirteen spheres of metal and crystal, each with a trio of rotating rings, orbit the central tower of the observatory of Tyrass. The spheres are not supported by any structure, and seem to levitate and spin of their own accord. The tower itself is made of iron and has a stout appearance, topped by a hatch that opens like an iris. There are no ground entrances, and nothing in the structure is built to human scale.

FEATURES OF AN ARGONNESSEN OBSERVATORY

Tyrass's observatory changes over time as the thirteen spheres that surround the tower are moved by way of the observatory controls. The tower itself has three levels (each of which holds a single cavernous room), as well as a subterranean cavern.



In the observatories of Argonnessen, studies of the Ring of Siberys occur nightly

1. Spheres: Each of the thirteen spheres is identical, crafted of solid iron and floating in the sky around the main tower. A Large air elemental is bound to a single Khyber dragonshard that sits atop each sphere. This provides the spheres with their ability to float, though their positions are controlled from the tower.

The spheres are constructed with three rotating rings, each of which can be manually set to one of thirteen positions by any creature that can fly to them. Runes representing each of the thirteen moons (twelve extant, one historical), the thirteen planes of existence, and the thirteen Siberys dragonmarks (including the lost Mark of Death) line the rings.

By manually rotating each sphere's rings to one of 2,197 runic combinations, a creature can attempt to fine tune its ability to scry from inside the observatory. A DC 25 Knowledge (arcana) check can tell an observer how to set each sphere's rings in order to add a +2 circumstance bonus to the DC of any *scrying* spell cast from the observation room (including using the main scrying crystal; see below). Every 10 points by which the check result exceeds the DC increases this bonus by +1, but the rings must be reset each time a different target is scried upon.

2. Observation Room: This room is filled with instruments of all manner and design, with strange crystalline and metallic gauges giving readings that few understand. The center of the room is open to the control room 60 feet below, allowing a dragon to hover between the two floors. Creatures unable to fly will need to find their own means of safe descent since there are no ladders or stairs.

A large crystal in the center of the south wall serves as the observatory's main scrying device. In order to use it to scry a particular target, a character must first determine which of the observation room's hundreds of controls need to be adjusted. A DC 30 Knowledge (arcana) check allows the character to determine 2d6 controls that will attune the observatory for *scrying* on one particular target (roll again for each new target selected). Aligning the crystal then requires the manipulation of these controls, scattered around the edges of the room. Since they were designed for dragon use, each control requires a Strength check to move (DC 3d6+15; roll separately for each control device). Once all the controls have been set, the main crystal can be activated as if it were a *crystal ball* with both *telepathy* and *true seeing.*

Any attempts to use the observatory to aid in divination must be made from this room. See page 272 of the EBERRON *Campaign Setting* for information on the uses of a Siberys observatory.

3. Control Room: This room contains thirteen massive metal rings, each mounted to rotate and swivel as necessary. A DC 30 Strength check turns any one ring in order to move one of the spheres that orbits the tower. A DC 15 Knowledge (architecture and engineering) check allows a creature to move each ring in order to obtain any particular arrangement of spheres, including moving a given sphere adjacent to the balcony on the western side of the tower. From the balcony, the runic rings of the adjacent sphere can be rotated by creatures unable to fly.

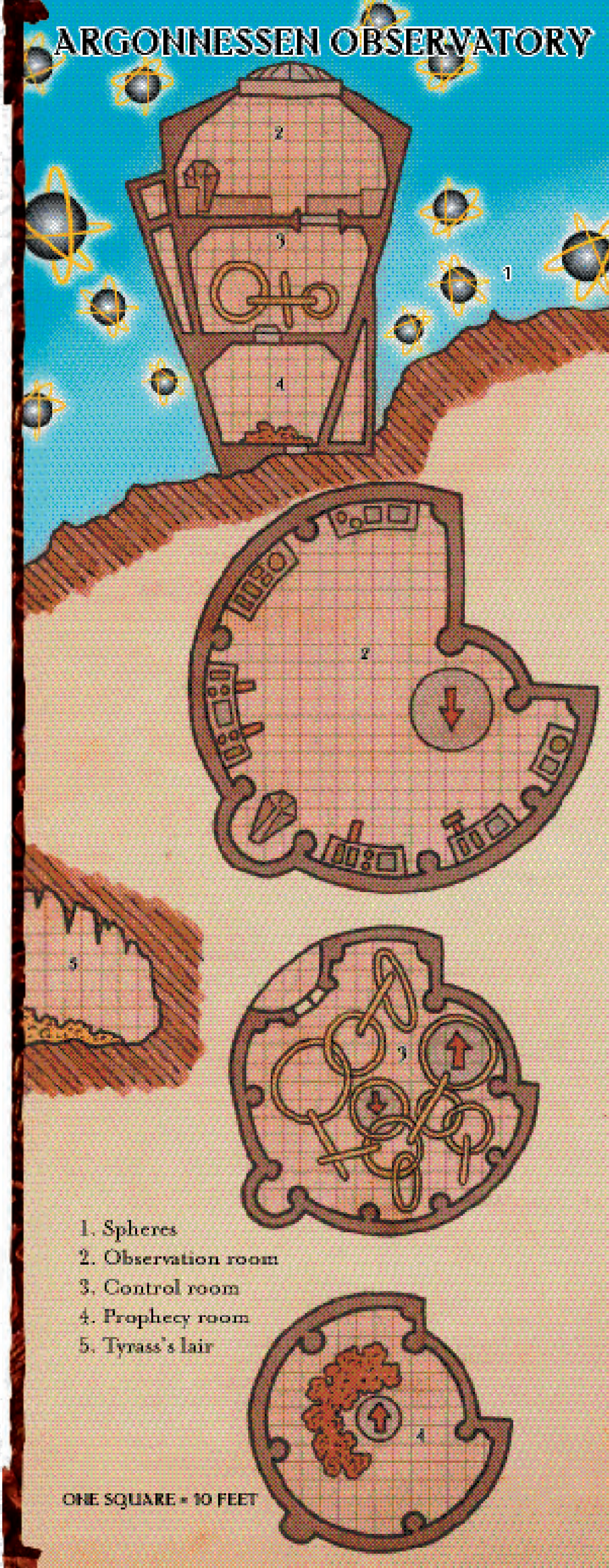
By studying the rings in the control room and making a DC 30 Knowledge (the planes) check, a character can learn how to attune the observatory to a specific plane of existence by arranging the spheres' position. Each plane has a different arrangement, and thus requires a separate check. While the spheres are so arranged, all divination spells cast within the observation room (or using the main scrying crystal) can target creatures and locations on that other plane as if the casters were on that plane themselves. Any creature that plane shifts from the observatory to the attuned plane appears only 1 to 100 miles from its intended destination (rather than 5 to 500 miles). As well, if that plane is currently remote, the creature gains a +3 circumstance bonus on the Spellcraft check to successfully reach it. If Tyrass (or an intruder) has plane shifted from the observatory, it is possible to deduce his intended destination by noting the arrangement of the spheres and making a DC 25 Knowledge (the planes) check.

A large hatch takes up the center of the floor in this room. It is sealed with a complex lock of concentric metal rings. A DC 30 Open Lock check can unlock the hatch and grant access to the prophecy room.

4. Prophecy Room: This chamber is almost entirely empty except for a large pile of five thousand copper coins (which serve as a resting place for Tyrass when he is ruminating) and a number of large scrolls written in Draconic. The most interesting aspect of the room, however, is the layer of soft reddish clay covering the walls. Here, Tyrass has written most of the knowledge he has of the Prophecy in abbreviated Draconic.

Hundreds of thousands of claw marks make up a dense mass of writing that would literally take a lifetime to translate. Portions have been rubbed out as Tyrass learned new information and corrected previous mistakes. Any character who can read Draconic (or use *comprehend languages* or similar magic) can attempt a DC 30 Decipher Script check to understand a specific portion of Tyrass's shorthand in the loosest of terms. The meaning, however, is always circumspect and difficult to comprehend, even when translated to Common.

5. Lair: Tyrass's lair is located beneath the tower proper in a large empty cavern. There are no physical entrances to or from this room; Tyrass uses *dimension door* to reach it when necessary. It is located 300 feet below the prophecy room and has an *alarm* spell cast on it every morning while Tyrass is in residence. When Tyrass is near, a massive pile of gold and platinum lies



here—the bulk of the dragon's hoard—plus any magic items that he does not keep on his person. Dozens of scrolls of both arcane and divine spells sit in a pile in the corner. If defeated in battle, Tyrass will teleport here and retrieve enough scrolls to heal himself and gird against his attackers. If the dragon is traveling on another plane, the most valuable portions of the hoard reside in his *portable hole*, which he keeps with him at all times.

An iron golem (crafted from an *iron golem manual* Tyrass once acquired) guards the lair, automatically attacking all creatures aside from its creator.

IRON GOLEM CR 13

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision, Listen +0, Spot +0

AC 30, touch 8, flat-footed 30

hp 129 (18 HD); **DR** 15/adamantine

Immune construct immunities, immunity to magic

Fort +6, **Ref** +5, **Will** +6

Weakness immediately destroyed when reduced to 0 hit points

Speed 20 ft. (4 squares)

Melee 2 slams +23 (2d10+11)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +28

Special Actions breath weapon

Abilities Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1

Immunity to Magic (Ex) *MM* 136.

Breath Weapon (Su) 10-foot cube of poisonous gas, free action once every 1d4+1 rounds and lasts 1 round, 1d4 Con/3d4 Con, Fort DC 19 negates

ADVENTURE IDEAS

—A portion of the draconic Prophecy is uncovered that directly relates to the PCs' current quest. An agent of the Chamber, Luurak (LG young gold dragon wizard 3), is assigned to disguise himself and follow the characters, reporting back to the Chamber with his results. The dragon that assigned him to this task is named Tyrass.

—A cataclysm mage named Iren-suk (N male human wizard 6/cataclysm mage 1) approaches the characters and asks them to guard him on his journey to Argonessen, where he hopes to fulfill his personal prophecy of being bathed in a dragon's flame. He offers the PCs their choice of treasure from the lair of a dragon should they defeat it or a year's service from him and 100 gold each.

—The PCs need to locate a foe who is well concealed from normal scrying attempts, but are told that a properly tuned observatory might increase their chances.

TYRASS THE LEARNED

The builder of this particular observatory, Tyrass is a gold dragon who has grown weary of interruptions to his work. True, intruders only find their way to his observatory once or twice a decade, but to a creature as old as Tyrass, such frequency is downright infuriating. In years past, the dragon was relatively polite to nonviolent visitors, and as a result, tales of his willingness to provide information might still be circulated among the lesser races. Over the last twenty years, however, he has become notably harsher when dealing with strangers, and will often determine whether they have any shred of valuable information (and thus might be worth momentarily sparing) long before they ever reach the observatory itself.

However, Tyrass is not always home. Being particularly interested in planar phenomena, the dragon often takes trips to other planes, sometimes for months at a time. He also sometimes visits other Siberys observatories for corroboration of particularly momentous discoveries, though these trips last only a few days at most. (Conversely, very unlucky adventurers might arrive at the observatory on a day when Tyrass is entertaining a council of dragons from these other observatories.)

TYRASS CR 28

Male very old gold dragon loremaster 6

LN Gargantuan dragon (fire)

Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Listen +45, Spot +45

Aura frightful presence (270-ft. radius, DC 34, *MM* 69)

Languages Common, Argon, Auran, Celestial, Daan, Draconic, Elven, Giant, Goblin, Ignan, Infernal, Irian, Kythric, Orc

AC 48, touch 9, flat-footed 45

hp 527 (38 HD); **DR** 15/magic

Immune fire, *sleep*, paralysis

SR 28

Fort +28, **Ref** +22, **Will** +34; (+1 on all saving throws and similar rolls)

Weakness vulnerability to cold

Speed 60 ft. (12 squares), fly 250 ft. (clumsy), swim 60 ft.

Melee bite +45 (4d6+14) and
2 claws +43 (2d8+7) and
2 wings +43 (2d6+7) and
tail slap +43 (2d8+21)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

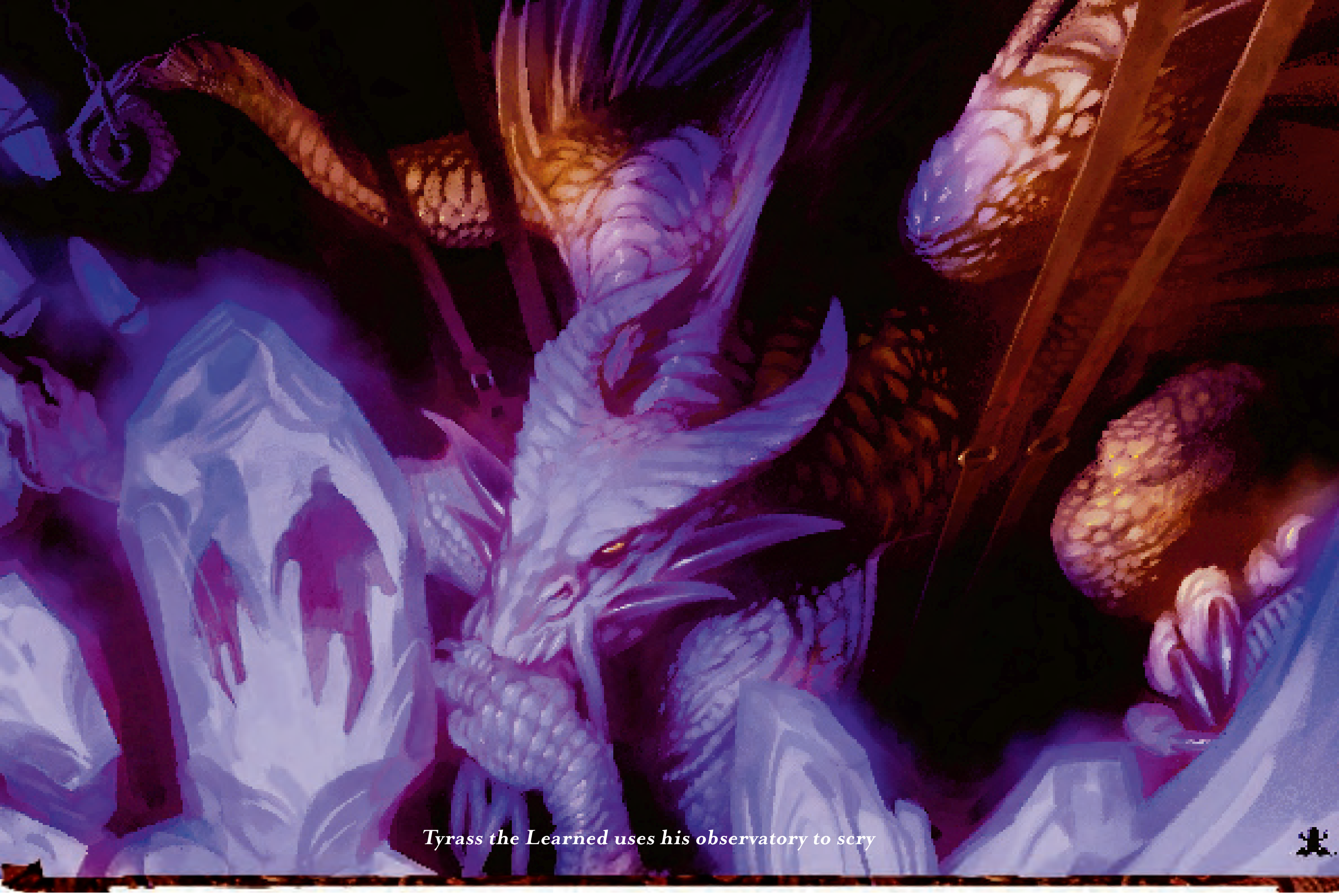
Base Atk +35; **Grp** +61

Atk Options Flyby Attack, Power Attack

Special Actions breath weapon, crush (20 ft. by 20 ft.; Medium or smaller opponents, 4d6+21 bludgeoning, Reflex DC 34 or be pinned), tail sweep (30-ft. semicircle, 2d8+21, Reflex DC 34 half)

Combat Gear *ring of telekinesis, wand of lightning bolt* (CL 10th, 29 charges)

Sorcerer Spells Known (CL 19th):
9th (6/day)—*foresight, gate*
8th (8/day)—*discern location, mind blank, moment of prescience*



Tyrass the Learned uses his observatory to scry

7th (8/day)—*banishment* (DC 25), *greater scrying* (DC 25), *plane shift* (DC 25)
6th (8/day)—*greater dispel magic, true seeing, wall of iron* (DC 24)
5th (9/day)—*contact other plane, dominate person* (DC 23), *fabricate, teleport*
4th (9/day)—*detect scrying, dimension door, fire shield, stoneskin*
3rd (9/day)—*arcane sight, clairaudience/clairvoyance, gaseous form, protection from energy*
2nd (10/day)—*arcane lock, detect thoughts* (DC 20), *locate object, mirror image, scorching ray* (+33 ranged touch)
1st (10/day)—*alarm, identify, mage armor, magecraft**, *true strike*
0 (6/day)—*arcane mark, detect magic, flare* (DC 18), *light, mage hand, mending, prestidigitation, read magic, resistance*

* See page 113 of the EBERRON *Campaign Setting*

Spell-Like Abilities (CL 13th):
3/day—*bless, detect gems*
1/day—*geas/quest, sunburst* (DC 26)

Abilities Str 38, Dex 14, Con 27, Int 38, Wis 31, Cha 26

SQ alternate form (Medium or smaller humanoid or animal, *MM* 84), greater lore (*identify* held magic items), lore (+19 to lore check), loremaster secrets, luck bonus (as *stone of good luck*), water breathing (*MM* 85)

Feats Bind Elemental, Combat Casting, Craft Wondrous Item, Enlarge Spell, Extend Spell, Flyby Attack, Forge Ring, Heighten Spell, Hover^{B}, Improved Initiative, Improved Metamagic (epic), Multiattack, Power Attack, Skill Focus (Knowledge [the planes])

Skills Balance +4, Bluff +18, Climb +15, Concentration +49 (+53 casting defensively), Decipher Script +55, Diplomacy +28, Disguise +8 (+10 acting), Hide +7, Intimidate +25, Jump +28, Knowledge (arcana) +55, Knowledge (architecture and engineering) +34, Knowledge (geography) +24, Knowledge (history) +55, Knowledge (nature) +55, Knowledge (religion) +30, Knowledge (the planes) +58, Listen +45, Move Silently +19, Search +49, Sense Motive +45, Spellcraft +57 (+59 scrolls), Spot +45, Swim +22, Tumble +12, Use Magic Device +49 (+53 scrolls)

Possessions combat gear plus *headband of intellect +6, periapt of Wisdom +6, bracers of armor +8, portable hole, ring of freedom of movement*

Breath Weapon (Su) 50-foot cone, 18d10 fire, Ref DC 34 half; or 50-foot cone, 9 Str, Fort DC 34 negates

KHYBER DRAGONSHARD CAVERN

Beneath the surface of Eberron lies Khyber, a subterranean realm of evil and madness. Few right-minded people would venture into this horrible land of aberrations and fiends were it not for the tantalizing promise of Khyber dragonshards. These crystals are perhaps the only good ever to come out of Khyber, and more than a few adventurers have been lured to their doom in search of them. The demand for Khyber shards is at an all-time high, needed as they are for the construction of the increasingly popular elemental vessels—as is the body count of those who have tried and failed to retrieve them.

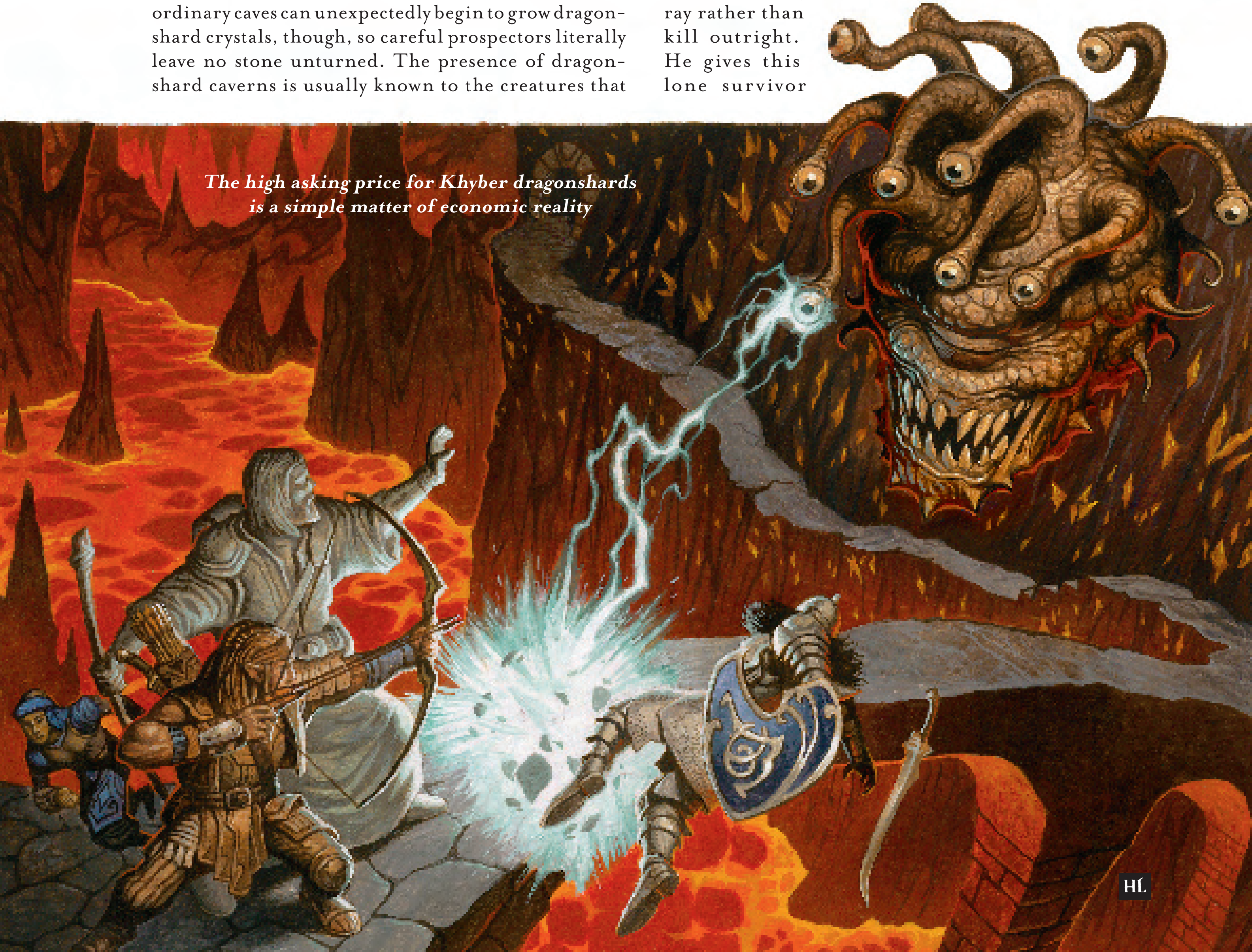
A sample dragonshard cavern (a chamber in which the crystals grow naturally) is presented here. This particular cavern is the lair of a beholder who calls himself Xaejil, and who uses the dragonshards as bait to bring prey to his doorstep.

Lands: Khyber dragonshards occur throughout the underground realm, often growing in and around natural flows of underground magma. Even ordinary caves can unexpectedly begin to grow dragonshard crystals, though, so careful prospectors literally leave no stone unturned. The presence of dragonshard caverns is usually known to the creatures that live nearby, though few are willing to share that information. Most would rather hoard the shards themselves—or at the very least deny them to those from the lands above.

The dragonshard cavern presented here is not that deep into Khyber (a day or two beneath the surface at most), and lies within a week's travel of a fairly large city such as Sharn or Korth.

Getting There: Finding a dragonshard cavern usually requires luck or foreknowledge on the part of the prospector. No amount of experience can accurately predict where one might be found, though searching for sources of geothermal heat is often a good start. House Tharashk finders often rely on harvesting shards from existing caverns (since they do eventually grow anew, like any other crystal) or extracting the location of previously unknown deposits from the creatures of Khyber. Many of the house's more violent half-orcs prefer the latter method.

Knowledge of this particular cavern can be gained fairly easily. Whenever Xaejil destroys a band of adventurers, he chooses one of them to enchant with his *charm monster* eye ray rather than kill outright. He gives this lone survivor



The high asking price for Khyber dragonshards is a simple matter of economic reality one of his Khyber dragonshards and sends him or her back to the nearby city to spread word of a rich vein of Khyber shards nearby. The *charmed* adventurer spreads his tale, including specific directions, until the effect's fourteen-day duration runs out. By the time the survivor comes to his senses, chances are one or more new groups of explorers will have already left in search of the cavern.

Appearance: Dragonshard caverns have no standard appearance except for the eerie beauty of the shards themselves, jutting from the walls in multifaceted splendor. Dragonshard deposits might range from two or three shards clustered in a corner to caverns filled with literally thousands of the gleaming crystals. Xaejil's cavern is filled with dozens of shards, many of them small. A river of magma flows through the area, seemingly feeding the crystals as they grow.

FEATURES OF THE DRAGONSHARD CAVERN

The cavern claimed by the beholder Xaejil is essentially an elaborate trap, designed to lure adventurers to their deaths. While the dragonshard prizes are real enough, the level of danger in acquiring them will likely be a surprise.

1. Choker Lookouts: Approaching Xaejil's cavern means passing this unobtrusive niche where two chokers (*Monster Manual* page 34) hide. Both are loyal to Xaejil, and avoid attacking any intelligent creatures that enter the tunnel. Once any group of significant size has passed, one darts into a small hidden tunnel (Search DC 20 if specifically looked for) and runs to warn the beholder. If the chokers are spotted instead, they call out to warn their master and attempt to flee.

2. Statue Cavern: This entry cavern is filled with statues—creatures that Xaejil has turned to stone in the past. The frozen figures of adventurers and other Khyber inhabitants can be seen, all arranged to the beholder's aesthetic taste. While this cavern is much like a trophy room, it serves another purpose. Xaejil knows that medusas are common in Khyber, and he hopes that he can convince adventurers that they should close their eyes or use a mirror to proceed—neither of which will be of any use against the beholder's eye rays.

Most of the statues in the cavern tell the same tale if restored to life: they were lured with stories about the cavern's trove of Khyber shards. Several might even insist on a portion of the dragonshard bounty should Xaejil be defeated.

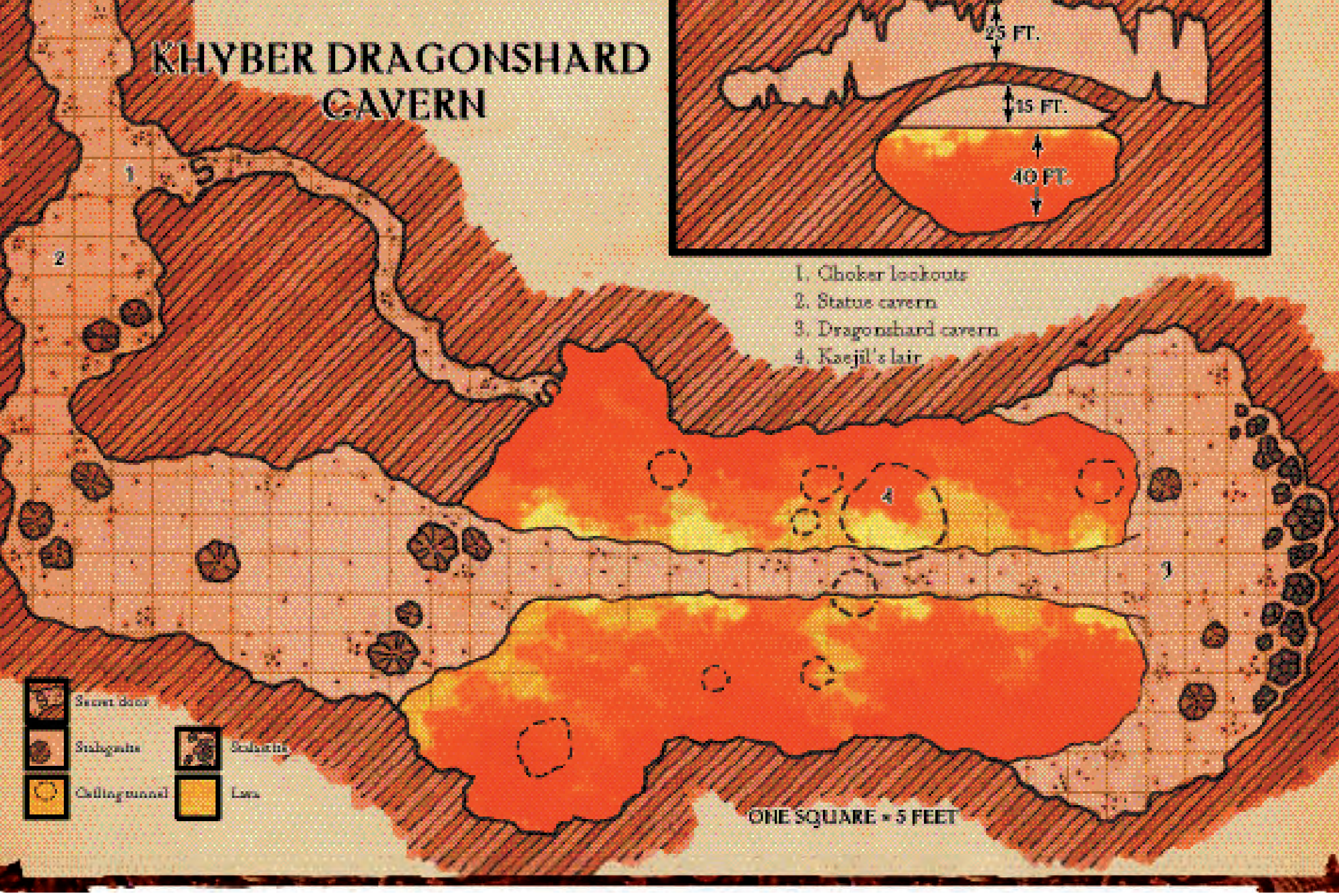
The orange glow of the magma river in the dragonshard cavern can be seen in this room, illuminating it fully.

3. Dragonshard Cavern: This massive cavern is the source of the dragonshards that power Xaejil's rumors. The growing crystals brightly reflect the red-orange light of the river of magma that flows through most of the cavern. A natural stone

WAYFINDER FOUNDATION TRAVEL TIP
HOW TO SURVIVE A VOLCANIC ERUPTION

The increase in demand for shards from the Dragon Below has resulted in more and more Wayfinder members daring the reaches of Khyber on prospecting missions. Since these shards are often found in and around volcanoes and other natural magma flows, we present this guide to not being burned to a cinder.

- Mind the ashes first. While the glowing underground river of magma flowing toward you is certainly alarming, keep in mind that you will be dead before it arrives if you do not protect yourself from the massive clouds of ash produced in an eruption. While it would be best to have a breath mask of some kind, even just putting a damp scarf over your mouth can increase your survival time. If you are in a group that contains a warforged, homunculus, or other nonbreathing creature, rely on them to lead you away from the worst of the ash.
- Avoid the magma at all costs. Do NOT rely on standard magical protections against heat or fire. Molten rock can easily overwhelm all but the most powerful protection spells. More than one explorer has thought himself proofed against the magma's intense heat, only to find his abjurations expired within seconds and his body consumed by fire shortly thereafter.
- If you are on the mountain itself, move quickly but carefully down and off it. The side of an erupting volcano is highly unstable and prone to rockslides, in addition to the dangers of aboveground lava flows catching up with you. If you have access to flying magic, now is the time to use it.
- Once away from the volcano, find the highest ground you can. Lava will flow to the lowest point, although keep in mind that flows of over 60 feet in height have been recorded. It is much better to find a safe place to wait out the worst of the eruption (which can take days) than to risk flying through the ash-filled skies and over molten ground. Be careful if you use an extradimensional space to hide from the lava flow; the duration of the spell might not be sufficient, dumping you into the lava when it expires.



formation that forms a bridge to the crystal deposits is only 5 feet wide (Xaejil actually narrowed it using his *disintegrate* eye ray), forcing most creatures to cross single file. The magma deals 20d6 points of fire damage every round to anyone who falls in, plus 1d6 points of fire damage per round for 1d3 rounds after exposure ceases.

The Khyber dragonshard crystals grow exclusively on the wall farthest from the entrance; Xaejil regularly prunes any that grow too close to the tunnel. Mining a small dragonshard is not difficult—a DC 20 Profession (miner) check can extract one undamaged in 1 hour. Any magic that manipulates the stone around a shard, such as *stone shape*, can also be used to extract one. Extracting a greater shard takes 8 hours and a DC 25 Profession (miner) check. Failing either check by 10 or more ruins the shard.

Khyber Dragonshard (small): Length 6 in.; Thickness 2 in.; hardness 10; hp 30; Market Price 750 gp (average).

Khyber Dragonshard (greater): Length 12 in.; Thickness 6 in.; hardness 10; hp 90; Market Price 5,000 gp (average).

At any given time, characters can find 1d6+4 small dragonshards and 1d6–4 greater shards (of the type suitable for creating an elemental vessel; see page 27). It takes about a year for a small dragonshard to grow into a greater one. Most crystals are harvested before they ever grow to that size, and so the greater crystals remain rare.

A series of stalactites obscures a 10-foot-diameter ceiling tunnel (Spot DC 27 to notice). It is in this tunnel that Xaejil hides if he has received warning of intruders from the chokers (or if he has heard them for himself). He expects adventurers to eventually cross the room, either using the stone bridge or by flying. If possible, he waits until at least one adventurer is halfway across the bridge so that he can take advantage of a separated party.

He will sometimes use his *charm monster* eye ray from hiding, knowing that it causes no effects visible to his target's allies. He actually prefers it if his prey scatters across the room, because it allows him to bring more of his eyes into play. Once he feels he has the advantage, he will strike, using as many of his eye rays as possible. He will use the antimagic cone of his central eye on any character using a *fly* spell or other magical means to cross the magma river, sending targets plummeting to a fiery doom.

4. Lair: At the end of the tunnel in the cavern's ceiling lies Xaejil's true lair, where his treasure lies. Among the items, there might be messages from his daelkyr masters. He largely ignores their directives, though, and probably knows nothing about their current schemes.

XAEJIL, BEHOLDER CR 13

LE Large aberration
Init +6; **Senses** all-around vision, darkvision 60 ft., Listen 18+, Spot +22
Languages Beholder, Common, Dwarven, Elven, Gnome

AC 26, touch 11, flat-footed 24
hp 93 (11 HD)
Fort +9, **Ref** +5, **Will** +11

Speed 5 ft. (1 square); fly 20 ft. (good)
Ranged eye rays +9 touch and
Melee bite +2 (2d4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +12
Atk Options Flyby Attack
Special Actions eye rays (CL 13th; *charm monster, charm person, disintegrate, fear, finger of death, flesh to stone, inflict moderate wounds, sleep, slow, telekinesis*), antimagic cone

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Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15
Feats Alertness^{B}, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will
Skills Hide +12, Knowledge (arcana) +17, Search +21, Survival +2 (+4 following tracks)

ADVENTURE IDEAS

—The PCs hear of a nearby cave laden with Khyber dragonshards and decide to investigate. Once there, they discover that the gnome who told them of the cavern was actually a doppelganger, who waits there for them along with the rest of its group (5 dopplegangers, EL 8)

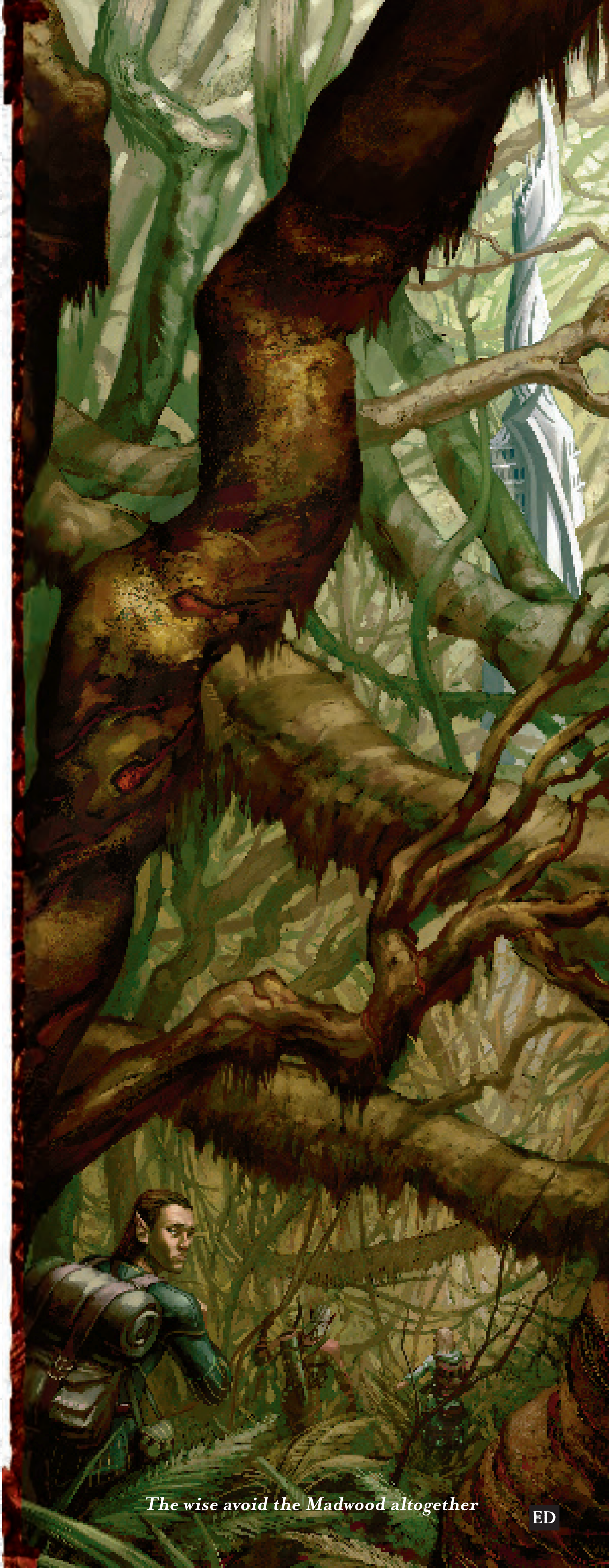
—An adventurer who was lured in by Xaejil is looking for help to destroy the beast. Her husband (a fellow adventurer) was turned to stone by the aberration. She knows if she defeats the beholder, he can be saved.

MADWOOD CITADEL

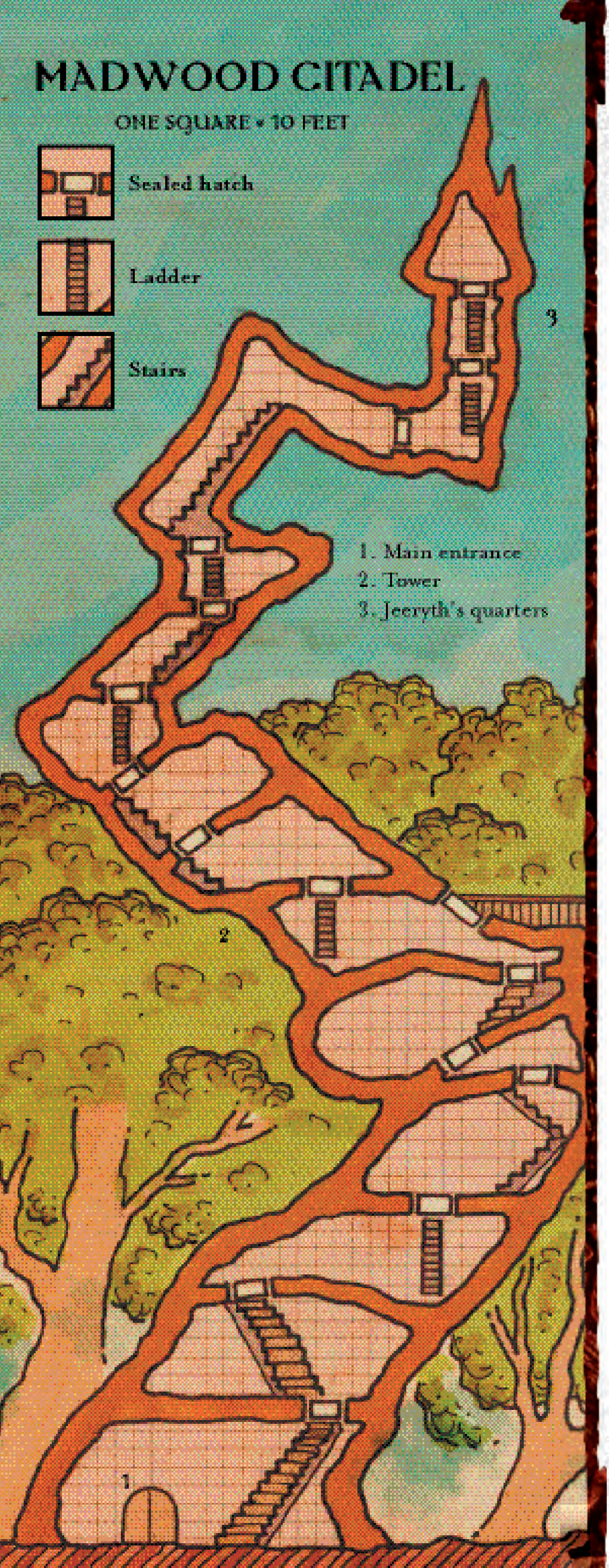
There is a forest on the island-continent of Aerenal that even the elves fear to enter, called simply the Madwood. They know that within its dark recesses lurk insanity and terror. Those who have entered have either never been heard from again, or have returned broken—driven mad by what they found.

Not all elves leave well enough alone, though. One such was Jeeryth Ritaal, a young elf necromancer looking to experiment with forms of undeath that did not meet with the approval of the Undying Court. He chose to build his research laboratory within the Madwood on the theory that doing so would keep his experiments secret from the elven hierarchy. In his arrogance, he assumed he was strong-willed enough to resist the creeping insanity endemic to the region. He was wrong.

Jeeryth has long since taken his own life, but his tower remains, rising like a twisted white dagger in the heart of the Madwood. Whatever magical secrets



The wise avoid the Madwood altogether



the elf was working on remain within, waiting to be discovered.

Lands: The Madwood of Aerenal is a forest poisoned by insanity. The trees twist into horrible shapes, and what animals are there scream for reasons none have ever been able to determine. Some claim an ancient curse is at work, while others theorize that the region is a manifest zone for Xoriat, the Realm of Madness. What is known is that staying within the forest's borders for more than a few days is potentially fatal.

At the end of each day spent within the Madwood, a character must succeed on a DC 12 Will save or take 1d3–1 points of Wisdom damage. At the end of each week, a character must make a DC 15 Will save or be stricken with *insanity* (as the spell). For reasons unknown, carrying a small amount of targath can help ward off the madness, granting a +2 resistance bonus on either saving throw. Little targath can be found on Aerenal, however, because the metal is feared by the deathless elves of the island.

Getting There: While Jeeryth's tower might have been a well-guarded secret during his life, its location and history are common knowledge today, particularly in villages near the Madwood. Occasionally, the top of the tower can be seen above the treetops, though the distance to it is difficult to judge. Other times, however, the tower is nowhere to be found, even by thorough search from the air.

Jeeryth built no roads to his tower, so finding it requires luck more than anything else. Traveling to the citadel takes 3d4 days from any edge of the Madwood, no matter what form of transport is used or what speed is achieved.

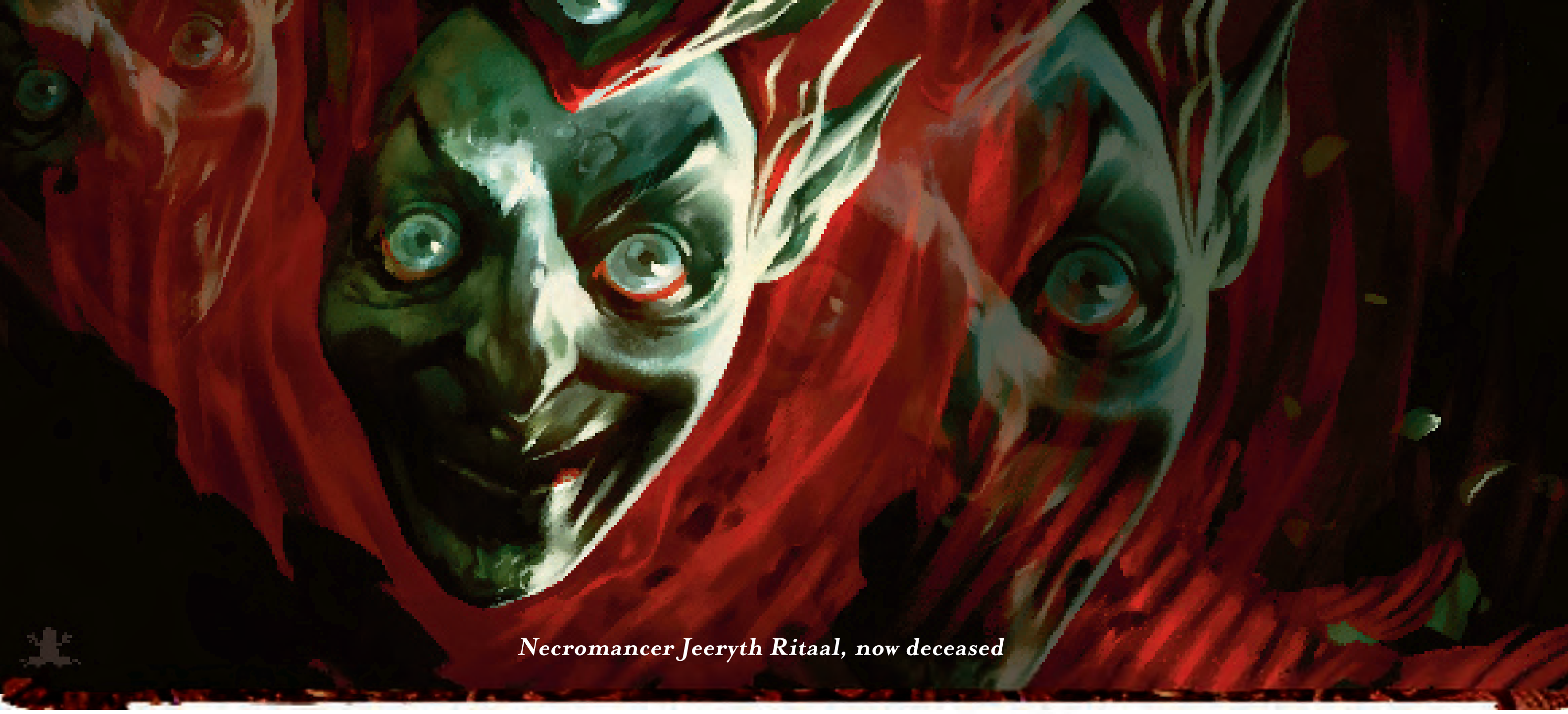
Appearance: It is unknown whether Jeeryth originally designed his citadel to reflect the twisting trees of the Madwood, or if his growing insanity drove him to build it that way. Though the twisting white tower looks as if it longs to collapse, some magical force denies it that release, compelling it to remain standing.

FEATURES OF MADWOOD CITADEL

Jeeryth's tower has a fairly simple layout, with each level a single room connected to the floors above and below. Many of the floors are not level, though, with some slanting as much as 60 degrees from horizontal. Moving on these floors requires a DC 0 Climb check (as if using a knotted rope); even the gentler slopes require a DC 10 Balance check to run or charge across.

The Madwood Citadel is now mostly abandoned, with only a few of Jeeryth's undead experiments roaming the area. It is always possible, however, that some new necromancer or undead might choose to take control of the citadel and use it as a hidden base of operations.

Since Jeeryth's death, no one has fully explored the tower and returned to tell about it. Rumors persist



Necromancer Jeeryth Ritaal, now deceased

of a dungeon below the tower's walls, but if an entrance has been found, no one has reliably reported it yet.

1. Main Entrance: The main entrance to the tower is carved to look like an elf's face screaming in agony, with two sturdy doors leading to a large ground floor. The doors are not locked; Jeeryth was worried about warding off an army of elf warriors, not petty thieves. Two flesh golems cobbled together from dead elves stand in the entry hall at the foot of the stairs leading up. Before their master's death, they were given instructions to attack all elves who entered, and they still follow these orders explicitly. If a group containing no elves or half-elves approach, the golems will let intruders pass without moving (though they attack any creature that attacks them).

2. Tower: The hatch at the top of the stairs leads to the first of many floors teeming with undead horrors. All the floors of the citadel are closed off behind identical hatches, each sealed with an *arcane lock* (caster level 12th). The hatches have a break DC of 33 (including the effect of the *arcane lock*). Stairs or ladders connect each level.

The contents of each level of the tower are as yet a mystery. While some floors might hold the undead remnants of Jeeryth's work, others might be empty. According to one adventurer who set foot in the Madwood Citadel and lived to tell the tale, certain floors seem to come alive with illusions and terrors designed to steal one's mind. This poor soul reported that the tower would repeatedly show him his heart's desire in a dreamlike haze, then twist it into a dark caricature of all that was good and pure.

3. Jeeryth's Quarters: The top three floors of the tower were Jeeryth's personal quarters, and still contain many of his personal effects and magic items. A DC 25 Search check can find a talisman that opens any of the sealed hatches in the tower (as if the wielder were the caster of the *arcane lock* spell).

The ghost of Jeeryth Ritaal still haunts these rooms, insane and prone to fits of rage. Ironically, the unfinished business that ties the elf necromancer to this plane is his burning desire to become a lich, and he spends all his time half-coherently researching a magical process that can never succeed because he is already dead.

At the very top of the tower is the library, containing all the elf's magical research notes, spellbooks, and experimental reagents. It also contains a secret trapdoor. When alive, Jeeryth would enter and exit the tower through this hatch to avoid dealing with the undead below. Now that he, too, is undead, Jeeryth is trapped by his ghostly nature, and can never leave the citadel. He has seen more than one would-be archmage attempt to set up operations in his home, but so far all have been driven as mad as he.

JEERYTH RITAAL

The builder of the Madwood Citadel is by far the tower's greatest danger. Even as insane as he was before his death, his deviousness and paranoia have only increased since then. He will often ethereally follow adventurers attempting to explore his home, manifesting just long enough to attack them with illusions and phantasms. While he prefers to watch intruders driven insane by a combination of his tricks and the Madwood's natural properties, he will settle for simply killing them outright and animating their bodies as greater undead.

JEERYTH RITAAL CR 14

Male ghost necromancer 13
LE Medium undead (augmented humanoid [elf], incorporeal)
Init +4; **Senses** darkvision 60 ft., low-light vision, Listen +13, Spot +15
Aura horrific appearance (60 ft.; DC 19, *MM* 116)

Languages Common, Abyssal, Draconic, Dwarven, Elven, Goblin, Infernal, Orc, Undercommon

AC 17, touch 17, flat-footed 13 (while manifesting); 14, touch 14, flat-footed 10 (ethereal); incorporeal
hp 78 (12 HD); rejuvenation
Immune undead immunities
Resist +4 turn resistance
Fort +9, **Ref** +13, **Will** +17 (+19 against enchantments)

Speed fly 30 ft. (perfect) (6 squares)
Melee incorporeal touch +10/+5 (1d6 plus draining touch) or
Melee incorporeal touch +6/+1 (1d6) against ethereal opponents
Base Atk +6; **Grp** +6
Atk Options draining touch (1d4 damage to the ability of his choice, heals 5 points of damage on successful attack)
Combat Gear *wand of fear* (CL 7th, DC 22, 17 charges)
Wizard Spells Prepared (CL 13th, 1d20+15 to overcome SR):
7th (3/day)—*finger of death* (DC 25), *greater teleport*, *insanity* (DC 25)
6th (4/day)—quickened *blindness/deafness* (DC 24), *eyebite* (DC 24), *geas/quest, greater dispel magic*
5th (5/day)—*dominate person* (DC 23), quickened *ray of enfeeblement* (2) (+10 ranged touch, DC 23), *telekinesis* (DC 22), *waves of fatigue*
4th (6/day)—*charm monster* (DC 22), *dimension door, enervation* (2) (+10 ranged touch), *Evard's black tentacles, scrying (DC 21)*
3rd (7/day)—*fly*, *hold person* (2) (DC 20), *ray of exhaustion*(2) (+10 ranged touch), *suggestion* (2) (DC 20)
2nd (7/day)—*blindness/deafness* (2) (DC 20), *Tasha's hideous laughter* (2) (DC 20), *web* (2) (DC 19), *whispering wind*
1st (7/day)—*charm person* (DC 18), *color spray* (DC 19), *comprehend languages, obscuring mist, ray of enfeeblement* (3) (+10 ranged touch, DC 19)
0 (4/day)—*detect magic, mage hand* (3)

Abilities Str 10, Dex 18, Con —, Int 20 (24), Wis 14, Cha 17
SQ manifestation, able to notice secret or concealed doors
Feats Craft Wand, Craft Wondrous Item^{B}, Iron Will, Quicken Spell^{B}, Scribe Scroll^{B}, Spell Focus (enchantment), Spell Focus (necromancy), Spell Penetration
Skills Concentration +16, Craft (leatherworking) +10, Hide +12, Knowledge (arcana) +23, Knowledge (architecture and engineering) +13, Knowledge (history) +23, Knowledge (religion) +21, Listen +13, Search +15 (+17 secret doors), Spellcraft +23 (+25 necromancy), Spot +15
Possessions combat gear plus *headband of intellect +4*, *cloak of resistance +5*
Spellbook spells prepared plus 0—all except evocation and illusion; 1st—*chill touch, endure elements, identify, mage armor, shield, sleep;* 2nd—*arcane lock, bull's strength, ghoul touch, see invisibility;* 3rd—*dispel magic, slow, stinking cloud;* 4th—*animate dead, bestow curse;* 5th—*symbol of pain, permanency;* 6th—*create undead, symbol of fear;* 7th—*banishment, limited wish.*

ADVENTURE IDEAS

—The PCs are approached by a wizard named Sethla Celinar (LN female elf necromancer 8). She hires the PCs to help her in her research by traveling to Madwood Citadel and retrieving Jeeryth Ritaal's spellbook, which she believes is still within his tower.

—Negative-energy charged undead are wandering out of the Madwood and attacking innocent elf villagers. Someone needs to find where they are coming from and put a stop to it.

—A young elf entered the Madwood on a dare and has not returned. The PCs are hired to find and rescue him.

PRA'XIREK, LOST CITY OF THE GIANTS

The broken pieces of what was once a shining jewel of the giant civilization on Xen'drik can still be found within the deep jungle. Trees now grow where the citadels of a mighty empire once stood, but enough bounty is still hidden within what is left of Pra'xirek to inspire adventurers to risk the trip.

Lands: The city of Pra'xirek was built in Xen'drik along a river that no longer has a name. Part of the city has been swallowed by water over the centuries, while the rest has become one with the jungle. There is no clear boundary between where the ruins start and the jungle begins; as one gets farther from the river, structures simply become less and less frequent until none remain.

Getting There: The best way to find Pra'xirek is to follow the river down from the northern coast, where it empties into the Thunder Sea. Many tributaries flow into that bay, however, and finding the one that leads to Pra'xirek requires either a knowledgeable guide or a great deal of luck. The lost city lies about 2,000 miles inland from the bay, taking days to reach even by airship.

While a sailing ship can operate in the waters leading up to Pra'xirek, passengers should disembark from the ship at a safe distance. Regular sailing ships can easily become grounded or wrecked on the ruins beneath the water if they attempt to sail to the city itself. Wind galleons, which skim along the surface, can operate safely in and around Pra'xirek, as can rowboats.

Appearance: The first thing one notices upon reaching the shores of the lost city is its almost incomprehensible scale. Pra'xirek was a metropolis of the giant civilization, home to over fifty thousand giants and twice as many elf slaves at its height. The massive granite and marble ruins stretch for miles from the river shore, stabbing up through the thick growth of trees. Most of those structures are little more than broken shells now, randomly scattered monoliths covered in moss or ivy.

A few of the larger buildings still stand mostly intact at the city's former center, each a testament to the strength of the giants' architecture. Above the entire city, a great colonnaded hall floats in the sky, supported by spells long lost to memory. Stone walkways once arched from the ground to its steps, but any wishing to explore this great hall now must find their own means of reaching it.

Demographics: Pra'xirek is not a true city anymore, yet plenty of inhabitants remain. Just over twenty-five hundred sentient creatures make their home within a few miles of the ruins, with the population composed of some 60% drow, 24% giants of various sorts, 12% locathath, 3% trolls, and 1% other races.

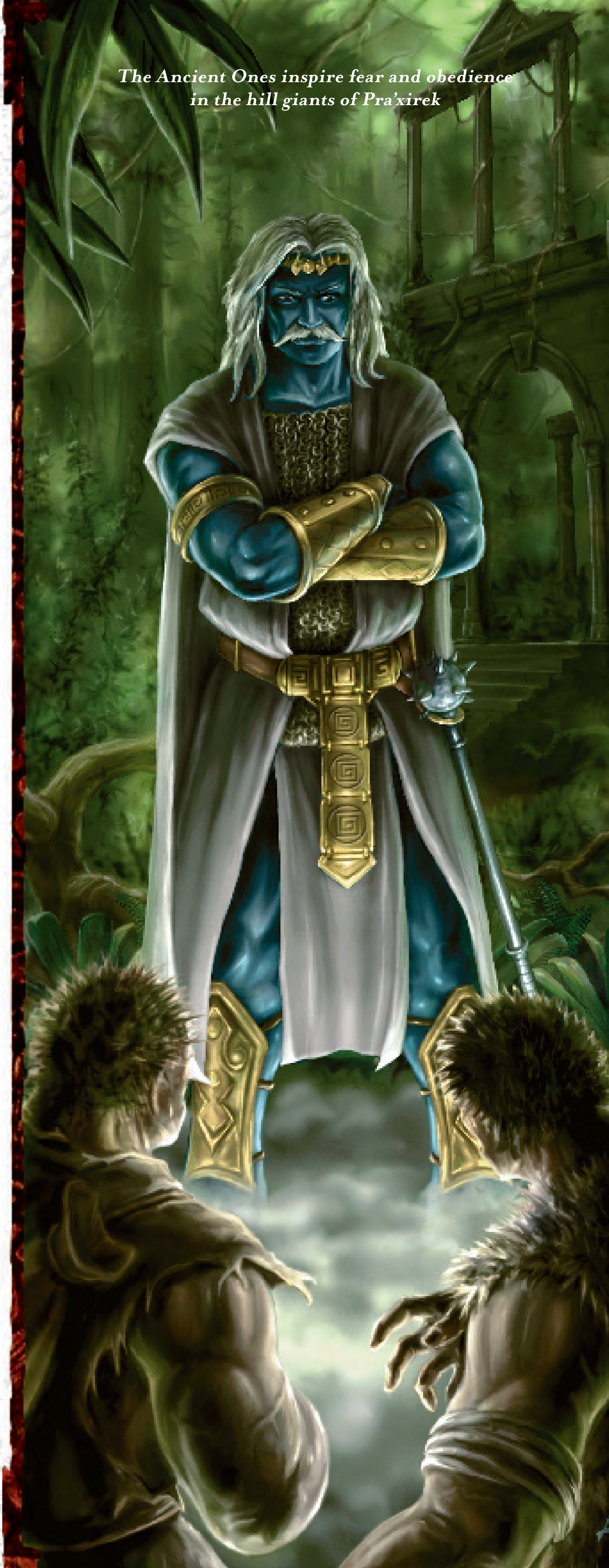
POWER GROUPS OF PRA'XERIK

The remains of Pra'xerik echo with the struggles of the creatures that live there. Drow and giants strike at one another amid the shell of the city, with neither side willing to surrender its claim to the ruins.

Ancient Ones: A family of cloud giants that lives in the floating great hall, the self-named Ancient Ones would have all who inhabit the surrounding region believe that they retain the hidden lore of the giant civilization. In fact, the cloud giants are only marginally more civilized than the hill giants who occupy the ruins below them. They certainly do not have access to any of the giants' arcane power of ages past, though their few spell-like abilities and the handful of magic items they have found in the ruins have convinced the hill giants otherwise. The Ancient Ones live off the labor of the hill giants, demanding tribute in the form of food and giving nothing in return but a promise not to bring another cataclysm down upon Xen'drik—a promise they do not have the power to break even if they were so inclined.

The Ancient Ones despise the drow, and not only for the murals within the great hall that remind them how the elves once served the giants. They worry that the drow might somehow disrupt their dominance over the numerically superior hill giants. In years past, the cloud giants have made war on the elves, whipping the hill giants into a frenzy before turning them loose in the jungle.

A cloud giant who calls himself Skyfather (NE male cloud giant sorcerer 4) is the patriarch of the Ancient Ones, and uses minor illusions to increase his appearance of power. He longs to acquire real magical power so that he might rule Pra'xirek properly, returning the drow to their original place as slaves, but has neither the resources nor the cleverness to do so. He has an instinctual feeling that the Siberys dragonshards that fall from the sky will grant him this power, but he doesn't know how. Still, he commands



The Ancient Ones inspire fear and obedience in the hill giants of Pra'xirek the hill giants to bring his family any dragonshards they find, in the hope of someday determining what to do with them.

Hill Giants: A primitive tribe of hill giants inhabits the old center of the city, killing or driving off any smaller creatures that try to explore it. While they have no real understanding of the history of the giant civilization, they have a strongly held belief that the ruins belong to them.

The hill giants cater to the whims of the Ancient Ones, believing them to be gods who built the city. They gladly lash out at any enemy the cloud giants indicate, and have been known to obliterate whole tribes of drow on Skyfather's orders. Their chiefs tend to be strong but dim-witted; whenever a particularly clever or ruthless hill giant seems likely to rise to power, the Ancient Ones execute him before he can rally his brethren. The current chieftain, Urggruk (N male hill giant barbarian 4), is secretly terrified of the Ancient Ones, and orders his tribe to do everything they can to avoid the cloud giants' (nonexistent) destructive wrath.

Ka'ki'kur Drow: The drow of the Ka'ki'kur tribe live a few miles from the center of Pra'xirek in a series of caves that protect them from hill giant attacks. They believe that the city was once their ancestral home, and they have a burning desire to rid it of all other inhabitants, regularly striking out at the hill giants and the locathahs from the catacombs beneath the city. They also covet any magic items from the lost giant civilization, viewing them as a rightful inheritance from that dead nation.

The Ka'ki'kur are led by Ghyrra (LE female drow wizard 5/ranger 5), a cunning and ruthless tactician who has greatly increased the number of strikes against the giants in the inner ruins. She has a personal vendetta against the cloud giants, who sent their hill giant lackeys on a raid that cost her the life of her mate and first-born child. While most of her subordinates would immediately kill anyone who stumbled on Pra'xirek, Ghyrra might be willing to ally with anyone she felt was capable of killing Skyfather and the other Ancient Ones.

The Yiidro: This large tribe of locathahs lives in and around the submerged ruins of what was once Pra'xirek's river dockside district. Relative newcomers to the lost city, the Yiidro discovered the ruins some seventy years ago and created a sizable settlement there, giving up their nomadic ways.

For decades, sporadic bloodshed has erupted between the locathah and the drow of the Ka'ki'kur; and only the fact that neither can occupy the territory of the enemy has prevented the two tribes from all-out war. Because they have had no other contact with land-dwelling humanoids for several generations, the Yiidro tend to view explorers with suspicion and distrust. They are ultimately a peaceful people, though, and proving oneself to be an enemy of the drow is a sure way to gain their respect.

FEATURES OF PRA'XIREK

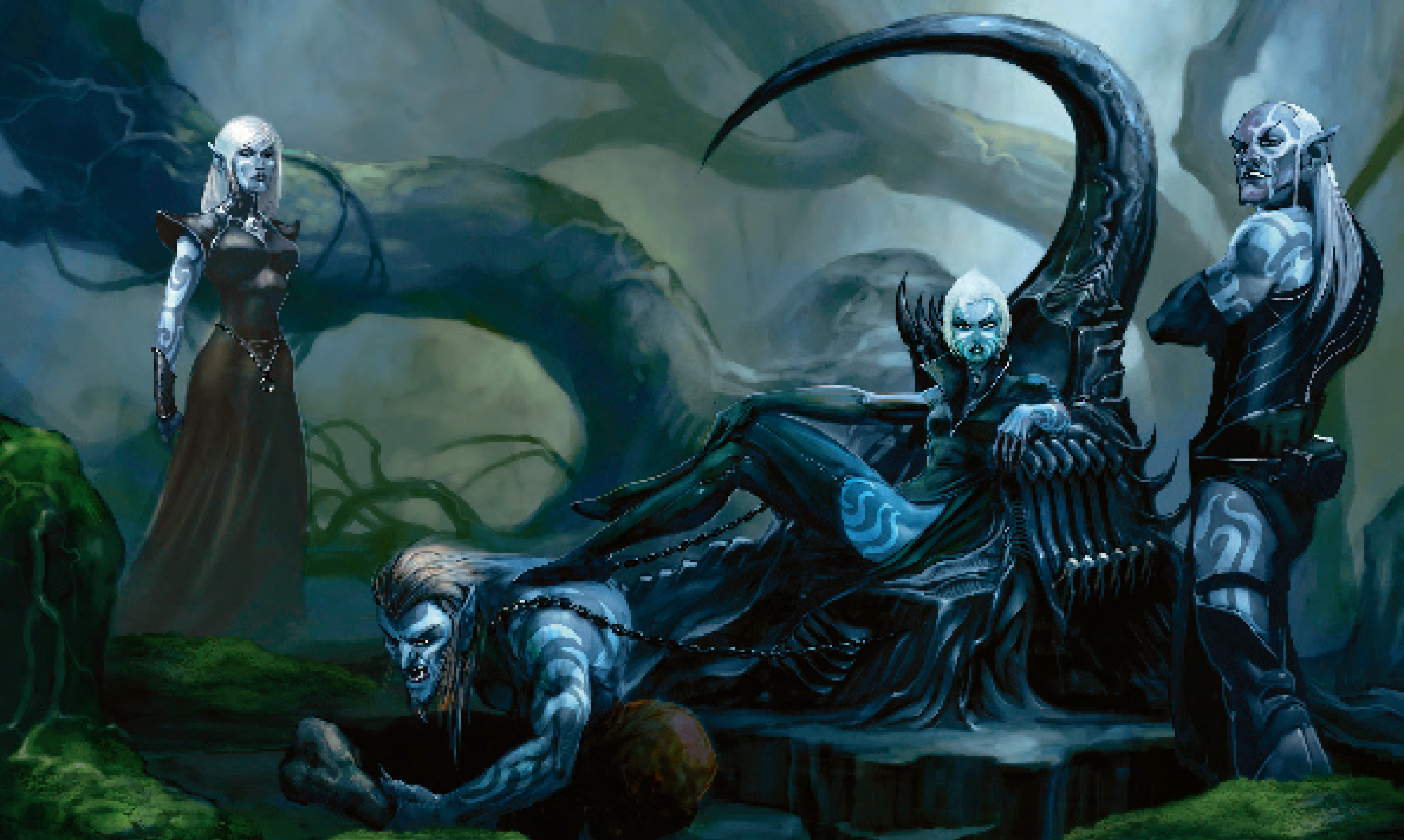
The city of Pra'xirek sprawls across the jungle, and each ruin might hide a complete adventure in itself. Several important locations are described below.

1. River Dock: Pra'xirek was always a river port in ancient days, and the giants built an impressive dock to support their mammoth longships. Designed to magically float on the river surface, the dock remains dry even though the water has swallowed a large portion of the surrounding city. Because it was built at what was once the shore of the river, the dock represents the northernmost edge of Pra'xirek. Sailing a ship past

Wayfinder Foundation Travel Tip
How to Deal with Dark Elves

It has recently come to the attention of the Wayfinder Foundation that an increasing number of explorers of the Lost Continent, when faced with an angry band of dark elf savages, are attempting to battle (or worse yet, parley) their way out of the situation. We cannot emphasize enough that this is NOT recommended procedure. We present this more rational approach to extricating oneself to safety.

- Begin running. If possible, run back toward your vessel or mounts. If no such conveyance is available, simply run directly away from the dark elves.
- If you are carrying sufficient quantities of antitoxin—and by all means, you should be—begin quaffing liberally while running. Dark elves make extensive use of poisoned arrows and spears, and a quick nip of preventative elixir has saved more than one explorer.
- Try to keep to brightly lit areas. The dark elves find the glorious sun uncomfortable, even painful, and may be discouraged from pursuit if forced to follow you across a wide-open savannah at noon.
- If all else fails, try leading your dark elf pursuers toward any encampments of giants you have previously encountered. With luck, the two races' mutual enmity should cause them to begin attacking one another, allowing you to slip away in the confusion. However, be warned that this trick has a high likelihood of leaving you facing an angry group of giants, which may be worse than your current situation.



Gyhrra of the Ka'ki'kur drow has been known to occasionally entertain visitors, and also to occasionally eat them

the dock to the current shore thus risks grounding it on the submerged ruins.

The dockhouse is a large stone structure with 20-foot-tall archways on all four sides. The interior is empty, having been exposed to the elements for millennia, and a square opening in the floor leads directly into the river. Amphibious monsters occasionally make their nests here, at least until the locathahs drive them away. Twelve berths line the north side of the dock platform, allowing even large galleons to moor here. A small sailing ship of outdated design sits abandoned in one berth. The vessel was owned by a band of adventurers who came to Pra'xirek twenty years ago and were subsequently killed in the ruins. From here, a rowboat can be used to reach the shore.

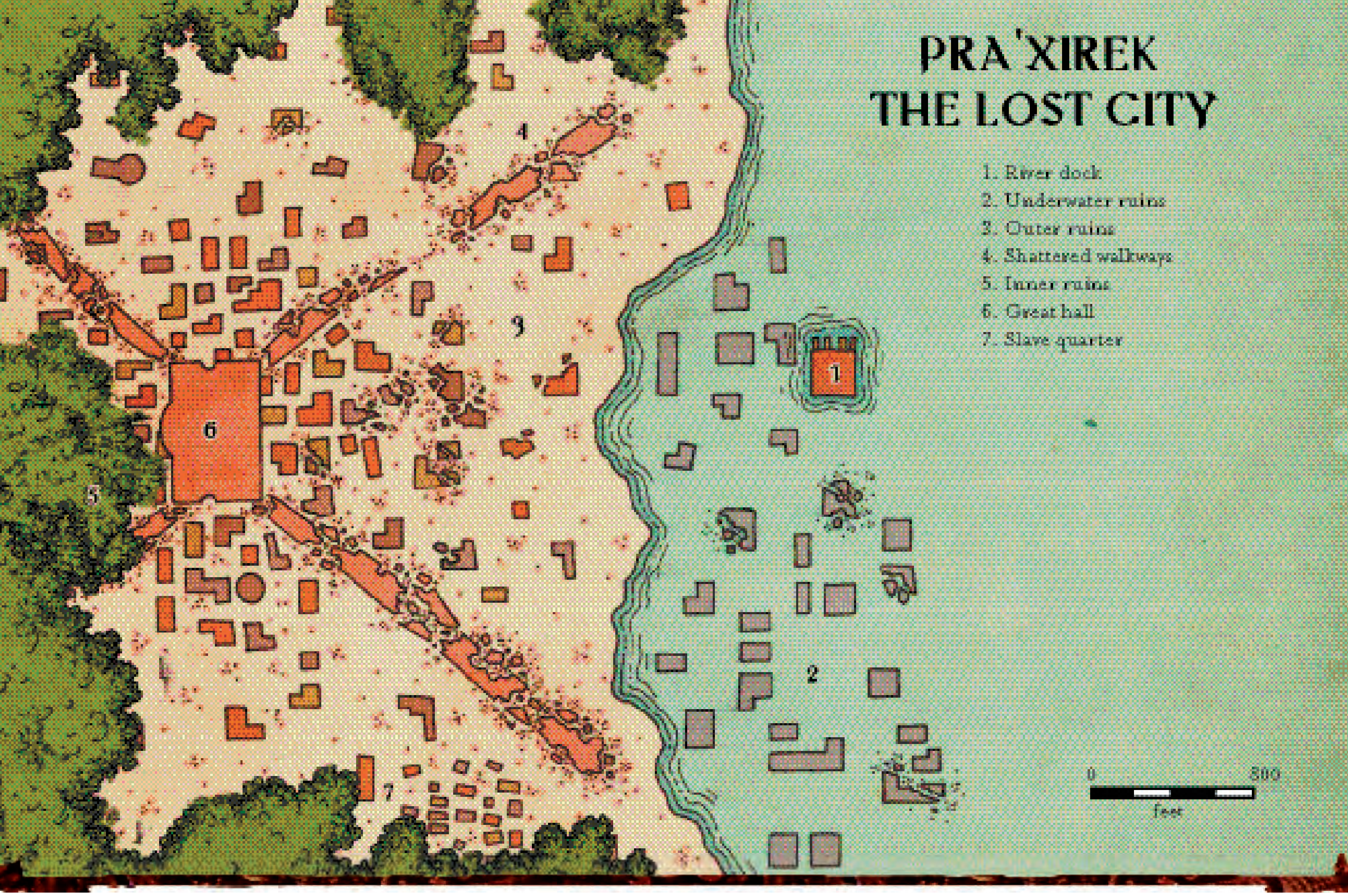
2. Underwater Ruins: Dozens of buildings lie wholly or partially submerged beneath the river. In and around these structures lives the Yiidro. While the locathahs will not attack rowboats crossing this stretch of the river, diving down into the depths to explore the ruins is seen as trespassing, and they will respond with violence unless quickly convinced of an interloper's peaceful intentions.

3. Outer Ruins: This region is made up mostly of buildings that have long since fallen into rubble. While a wall or two might survive, most of this area is so thickly overgrown that no one can tell what the layout of the buildings and streets might once have been. Boulder-sized building stones litter the ground, providing plenty of cover for those wishing to sneak deeper into the city. However, the fallen stones also provide excellent hiding places for a drow ambush. The Ka'ki'kur drow scavenge through this area often, and will attack anyone they see digging through the ruins.

4. Shattered Walkways: When Pra'xirek stood unblemished by war or disaster, these four stone walkways provided access to the great hall floating above the city for those common giants without the ability to levitate. Stretching from the outer ruins up over the inner ruins, all four walkways are fallen now—shattered in the long years since the giant civilization fell.

Every night at the same time, the ghost of a female storm giant who died in the cataclysm that broke Xen'drik walks silently along the northeastern walkway, floating over those portions that have collapsed. Why she haunts the walkway is unknown, but she could likely reveal much about the ancient city to one who could successfully communicate with her.

5. Inner Ruins: Farther in from the shore, the ruins start becoming more recognizable as former structures. While some might be missing large portions



of one wall (or even an entire wing), remnants echo where buildings once stood. It is in these broken places that the hill giants, numbering in the hundreds, now make their homes. Even ruined, the halls of the ancient city are still scaled to the giants' 10-foot-tall stature, and they make fine lairs.

The primitive hill giants have little understanding of the heights of their lost civilization, and cannot repair any of the ruins or construct new buildings. Millennia of repeated habitation by the giants have destroyed all sense of the function of these ancient landmarks, whether elegant dining chambers or arcane workshops. Only the walls still bear the marks of their ancestors, where runes and murals have survived.

6. Great Hall: Floating above the remains of the city, the great hall is one of the few surviving examples of giant magic. A towering square building with a colonnaded facade on all four sides, the great hall has remained mostly intact for centuries, escaping the worst of the cataclysm by literally standing above it. Though the building's original purpose is unknown, there are said to be many rooms within it. One adventurer who claimed to have been inside reported a majestic throne room built to giant scale, leading many to suspect that it was once a palace of some sort.

The magic that holds the great hall in place more than 300 feet in the air is unknowably powerful, resisting any attempt to dispel it. The hall does not move from its place even in the strongest winds, and cannot be pushed or towed by airship. Even without the promise of giant lore hidden within it, most wizards from Khorvaire would consider the hall itself the magical discovery of a lifetime.

The clan of cloud giants called the Ancient Ones inhabits the great hall. What lies within is thus largely unknown, since few explorers have ever successfully penetrated its walls. However, many believe that the cloud giants would surely have already seized any easily obtainable magic, and that whatever lore might still rest in the hall must therefore be carefully guarded by still-functioning magical wards. In the end, though, exploration is the only way to uncover the great hall's secrets.

7. Slave Quarter: This section of Pra'xirek was built to house the elf slaves kept by the ancient giants. As a result, the buildings and walkways are scaled for use by the smaller elves, and have mostly been ignored by the giants living in the city today. The drow of Ka'ki'kur do not come here either, for they believe the place to be horribly cursed. The ruins in this area are thus relatively uninhabited, and those few explorers who have been here have found it an excellent place to make camp while surveying the expansive ruins.

Nearby Areas of Interest

Though not technically within Pra'xerik itself, the following areas are accessible from around it, and can give characters additional places to encounter the local inhabitants.

Catacombs: By decree of the lord of Pra'xerik in ancient days, elf slaves were not permitted to walk the streets of the city unattended. In order to allow slaves to get from place to place without being escorted by their masters, a series of tunnels was constructed by giant magic, stretching throughout the city and for miles beyond it. The catacombs did not lead to the basements of any giant buildings, however, because the elves were forbidden from entering these areas unsupervised.

The drow still walk these catacombs today, but not to serve the giants. Instead, the Ka'ki'kur use them to move undetected among the ruins, most often to surprise wandering hill giants and kill them (or make a quick escape when an ambush goes awry). From the inner ruins, scout parties might spirit away an uncovered artifact by way of the catacombs as well.

Access points to the catacombs are scattered throughout the outer and inner ruins, and are well hidden by the drow against the threat of the hill giants collapsing any entrances they find. A successful DC 20 Search check can find an entrance despite whatever undergrowth or other concealment hides it from the giants.

Drow Caves: The Ka'ki'kur drow inhabit this series of caves. While they do not connect directly to the catacombs beneath the city, several catacomb

BEHIND THE CURTAIN: GIANT ENCOUNTERS

Giants are among the most frightening melee combatants in the D&D game. With very high Hit Dice and one of the best Strength scores going, even a single giant is more than a match for many adventuring parties. Even the lowliest hill giant is CR 7, with a typical band of four ranked at CR 11. But in Eberron, the continent of Xen'drik's thematic appeal stems from the remnants of giant civilizations, including the tribes of barbaric giants who live in the ruins of their ancestors' cities. In such ruins, dozens or even hundreds of giants congregate. How do you run a Xen'drik adventure that realistically conveys that sense of scale without throwing so many encounters at the PCs that they inevitably end their careers as warm paste on the end of a cloud giant club?

First, don't let the characters think in terms of "clearing out" an area. Traditionally in D&D, giants live at the outskirts of human civilization, raiding and destroying as they please. This behavior makes them prime targets for trusty adventurers to wipe out in the process of collecting a nice bounty. Things don't work that way in Xen'drik.

This land belongs to the giants (in their own opinion, anyway), and for the most part, they don't pose any kind of threat to human civilization, trapped as they are in the jungles far from Khorvaire. As well, while most giants' *Monster Manual* entry says "evil," remember that on Eberron, alignments are not set in stone. Wiping out an entire giant settlement will thus be generally as unnecessary as it is unwise, and you can easily write your adventures to make it most advantageous for the PCs to avoid the bulk of a giant tribe.

Second, remember that as the strongest creatures around, giants often tend to be overconfident as a result. If the PCs stumble onto a camp with nine giants, not all them are going to leap up from their dinner to fight the puny intruders. At most, two or three of the lower-ranking giants might be forced to leave the warmth of the fireside to squash the little people. Even if the battle turns against the giants, the others might be more inclined to sit and laugh at their struggling kin than to lend a hand. Only when the fight turns deadly will onlookers start to become concerned. By then, a party capable of besting the initial force should have had time to cast plenty of combat-enhancing magic, or to prepare tactics to allow them to handle (or escape) the giants that remain.

Finally, if you find that you have accidentally thrown too many giants into the fray, remember that giants love to throw boulders—but that they aren't necessarily very good at it. A look at the numbers shows that the bonus on rock throwing attack rolls for most giants is half what it is for a melee attack (usually with less damage as well). If the PCs end up in over their heads, having a few giants hang back to throw rocks creates an impressive sense of offense while actually giving the party a break.

Sometimes, of course, you don't want to take it easy on the PCs. If you're out to craft the nastiest giant encounter you can, think about giving the giants class levels as well. Remember that levels that don't play to a giant's strengths (which is to say, bashing things) increase its Challenge Rating by only 1/2 per level (see Nonassociated Class Levels, page 294 of the *Monster Manual*). Giving a giant four rogue levels, for example, only increases its Challenge Rating by 2—but gives it a +2d6 sneak attack and the ability to dodge *fireballs* with evasion.

entrances lie within the immediate area. Drow patrols scout the surrounding region constantly, often with the aid of trained scorpions. Entering this area with the intent of seeking out the drow is risky at best; scouts kill on sight unless given orders to the contrary.

ENCOUNTERS IN PRA'XERIK

Exploring Pra'xirek is likely to be a dangerous undertaking. Drow scouts look to protect "their" ruins from grave robbers from Khorvaire, attacking all foreigners they spot. Hill giants squash explorers for food or simply for fun, while their cloud giant masters seek to obtain the intruders' magical treasure for their own schemes. Monsters from the jungle wander into the ruins regularly, and many even make nests within the shattered buildings of the city.

Even some witnesses of the long-lost Age of Giants survive after a fashion. Giants cursed with undeath after the fall of their civilization can be found in the hidden corners of the ruins. From time to time, one of these zombie giants might find its way to the surface, but more often they simply wait for explorers to come to them, with the ineffable patience of the dead.

PRA'XERIK ENCOUNTERS

(1 hour, 12%)

d%	Encounter	Average EL
01–05	1 cloud giant	11
06–10	1 3rd-level hill giant barbarians	10
11–24	1d4+2 5th-level drow rogues	9
25–34	1d3 5th-level drow rogues and 1 cave troll[1]	9
35–47	1d3 hill giants	9
48–50	1d3 Huge monstrous scorpions	9
51–53	1d3 cloud giant skeletons	9
54–57	1d4+2 trolls	9
58–61	1 dire tiger	8
62–65	1d3 dread blossom swarms[1]	8
66–69	1d4+5 2nd-level locathah barbarians	8
70–75	1d3 shambling mounds	8
76–79	1d4+2 thosks[1]	8
80–83	1 plague spewer[1]	8
84–86	1d4+2 assassin vines	7
87–92	1 drider	7
93–97	1d3 girallons	7
98–100	1 web golem[1]	7

[1] See *Monster Manual III.*

ADVENTURE IDEAS

—A previous failed expedition to the city included an adventurer who was a son of a powerful noble. The PCs are hired to find out what happened to the expedition, and to bring any survivors back.

—The Library of Korranberg has heard rumors of giants who possess some of the magic of their ancient civilization. If true, this rumor would change everything known about the giants. The PCs are hired to investigate these so-called "Ancient Ones."

—The PCs stumble on Pra'xirek while exploring Xen'drik, but soon find themselves caught up in the conflict between the giants and the drow. Do they try to ally themselves with one group or the other, or do they try to escalate the conflict so that they can explore the ruins undisturbed?

QUORI MONOLITH

New spires of resonating metal are constructed daily across the expanses of Inspired-controlled Sarlona, their presence slowly signaling the absolute dominance of the quori over this distant land. Though the true purpose of the monoliths remains a mystery, it is known by some that they aid the quori in possessing and dominating normal humans (rather than their specially bred Inspired empty vessels).

As well, the monoliths seem to harness psionic energy from the Riedrans in some way, even as some of that energy bleeds off into the creatures living in the surrounding countryside. On either account, the increasing number of monoliths is a frightening sign to those that would oppose the plans of the Dreaming Dark.

Lands: Quori monoliths can be found throughout Riedra, in any terrain or climate. The locations chosen by the Inspired are often puzzling to the humans tasked with their construction. Some have been built in swamps or deserts only a mile from solid ground. Some monoliths have been built within sight of two or three others, while elsewhere, hundreds of miles of wilderness remain unmarred by the structures. Those willing to speculate on such things believe that the monoliths must be arranged in a very precise pattern to function.

Getting There: Hundreds of monoliths have been built already, with more always under construction. As a result, finding a quori monolith in most parts of Riedra is as easy as picking a direction and walking until one is found. Alternatively, the residents of most towns can generally give directions to where the nearest monolith lies, since most remember well the days when they were pressed into service to build it. A Gather Information check in most Riedran population centers can reveal the location of the closest monolith (DC 15; DC 10 if the monolith is still under construction).

Appearance: Quori monoliths look like nothing so much as large metallic seeds planted upright in the ground. Reaching some 500 feet in height, their massive structures are actually mostly hollow. Each monolith consists of a core of Riedran crysteel surrounded by the elliptical steel shape of the monolith shell. When it is active, the monolith core glows with an eerie green light.

FEATURES OF A QUORI MONOLITH

The interior of a quori monolith is a single open space of cavernous size. No stairs or ladders reach to the top of the structure, where the sensitive control crystals are located.

1. Shell: The shell of a monolith is constructed from psionically reinforced steel. While the outside is fairly rough and shows the seams between its massive welded metal plates, the interior surface of the shell is perfectly smooth. Polished to a reflective sheen and coated with a thin layer of Riedran crysteel, this interior reflects and focuses the psionic energy from the core back through the control crystals, allowing the quori to access it.

The base of the monolith has eight apertures spaced evenly around the shell, each 7 feet tall and 15 feet wide.

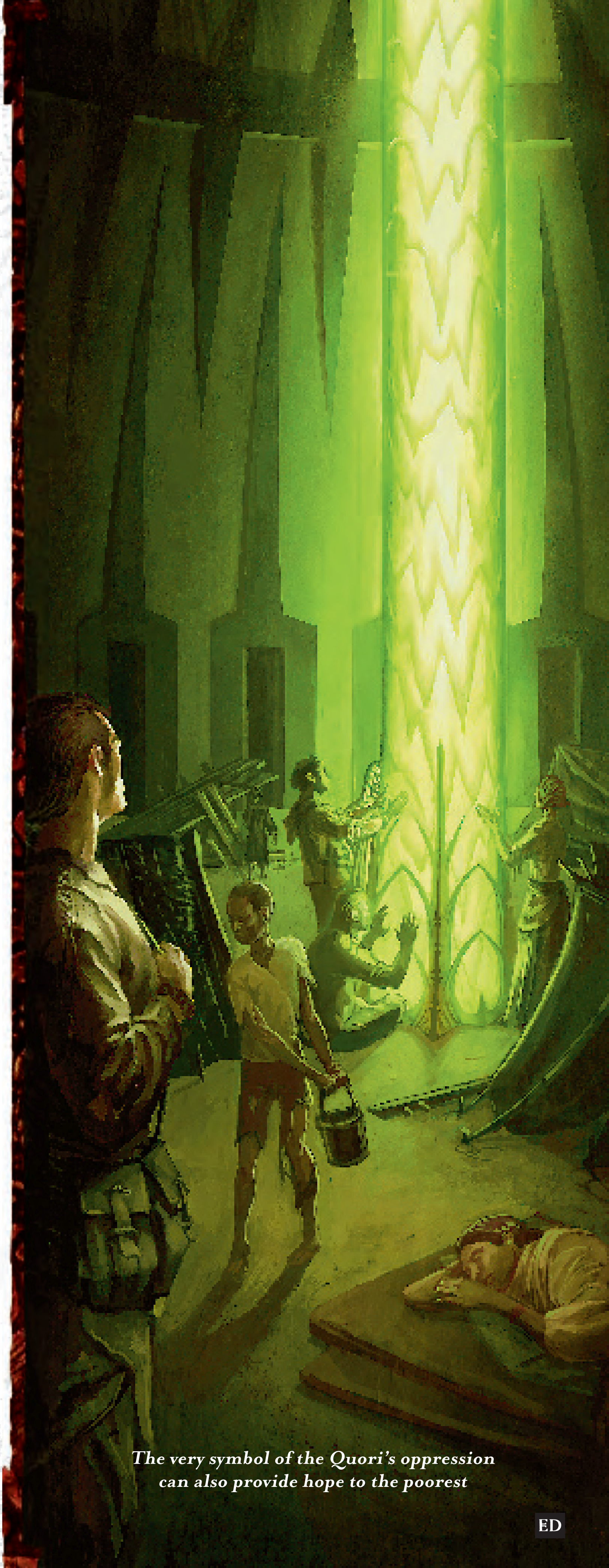
2. Interior Floor: The interior of a quori monolith is 160 feet in diameter, and its floor is open to the terrain upon which it is built. Portions of some monoliths built in swamps or along the shoreline actually lie underwater.

If a monolith is still under construction, the interior is filled with wooden scaffolding that rises to 400 feet above the ground. Workers use this scaffolding to hoist sections of the shell into position during the building process. Ascending a scaffold requires a DC 10 Climb check, while running or charging on an elevated platform requires a DC 10 Balance check. In both cases, failure by 5 or more indicates a fall.

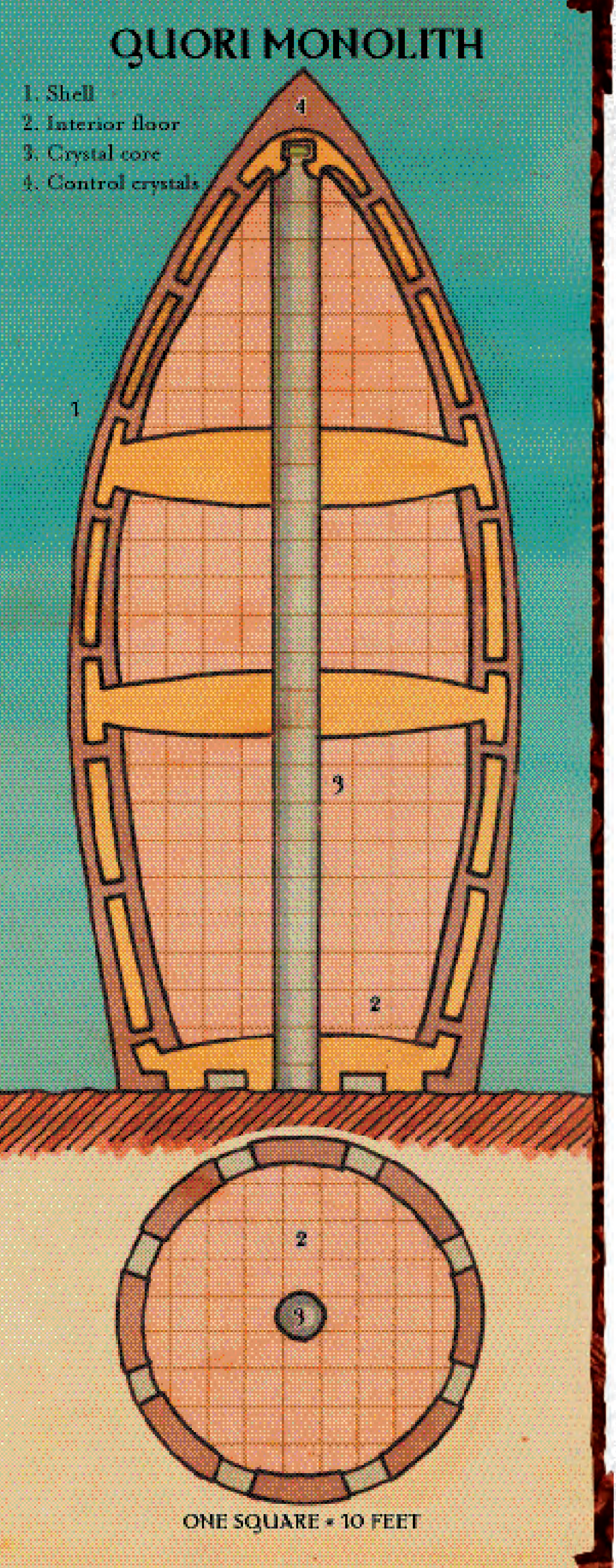
3. Core: A 10-foot-diameter pillar of pure crystal, the core of an active monolith is warm to the touch. Its light illuminates the entire interior of the shell and creates shadowy illumination within 300 feet of the exterior. The core has hardness 10 and 600 hit points, but if it is broken, the monolith ceases functioning. This event will immediately alert any quori who are tapped into the power of the monolith.

The core of the monolith has an enhancing effect on psionics in the nearby area. Most monoliths (and this one in particular) can affect an area of 600 feet. Some are even more powerful, and can increase the area of effect up to many miles. Any psionic creatures within the affected area can empower any power theymanifest, as if under the effect of the Empower Power metapsionic feat (see page 46 of the *Expanded Psionics Handbook*). They must still pay the additional 2 power points for doing so and must expend their psionic focus.

In addition, the core itself acts as a giant *cognizance crystal* (see page 167 of the *Expanded Psionics Handbook*), storing up to 17 power points that can used by any psionic creature touching it. If expended, the power points replenish themselves at the rate of 1 per hour of operation. This reserve can also be accessed directly from Dal Quor, so a monolith is almost always below full capacity, holding only 2d8 power points at any given time.



The very symbol of the Quori's oppression can also provide hope to the poorest



4. Control Crystals: At the very top of the monolith interior, a cluster of smaller crystals and Siberys dragonshards pulse and glow with multiple colors, regulating the power of the monolith core. Reaching the crystals requires the ability to levitate or fly, and should the Dreaming Dark ever need to repair a monolith, it sends agents who can do so.

The control crystals (and thus the operation of the monolith itself) can be manipulated by a psionic character who mentally bonds with the crystals while touching them, requiring a successful DC 25 Psicraft check and 1 minute. Doing so can be risky, however—failing the check causes the monolith to broadcast the creature's identity (name, race, and so on) to any Inspired who contact the monolith within the next 2d4 hours.

Once a bond with the control crystals has been established, a character can attempt to manipulate the monolith's operating status as a full-round action by making additional Psicraft checks. A monolith can be manipulated in one of five ways (see the table below). To accomplish one of these objectives, a character must announce what he is trying to do and then succeed on a check against the indicated DC. Failure by 10 or more means that contact with the crystal has been disrupted, and a character must risk contacting it again to continue.

PSICRAFT DCS FOR MONOLITH CONTROL CRYSTALS

DC	Result
15	Lure psionic creatures to monolith (roll on Quori Monolith Encounters table once every 10 minutes for up to 1 hour)
20	Activate dormant monolith safely
25	Shut down active monolith safely
30	Sever connection to Dal Quor (quori cannot access stored power or be alerted)
35	Intentionally set feedback loop to destroy monolith core (see below) in 10 minutes

A roll of 1 on a control check accidentally sends the monolith into a psionic feedback loop, negating all further attempts at control and causing the monolith's core to explode in 2d6 rounds. This explosion deals 20d6 points of damage to all creatures inside the shell (Reflex DC 25 half).

The monolith shell is specifically designed to contain the impact of such a blast, and will not be damaged. Creatures standing outside the shell within 60 feet of one of the eight apertures are partially shielded from the brunt of the explosion, gaining a +4 bonus on their saves. Such creatures take no damage on a successful save and only half damage on a failed save. Other creatures outside the shell but not near an aperture are not harmed.

ENCOUNTERS AT A QUORI MONOLITH

Most quori monoliths are constructed close to the fortress-metropoli of the Inspired. However, a few have been built in strange, out-of-the-way locations, and these are often left unattended.

Because the core of a monolith radiates light and heat, it often attracts creatures that nest there—including humans. Entire communities of nomad tribes who live outside the society of the Inspired have been known to construct shantytowns in and around an isolated monolith, using its heat to survive through a long winter. The Dreaming Dark views such humans as no better or worse than any other vermin, and makes little effort to remove them. Should a monolith cease functioning, however, their agents will likely wipe out any and all creatures in the vicinity as a matter of course. As a result, any inhabitants are likely to oppose adventurers looking to shut down or damage their monolith.

The power of the monolith attracts psionic creatures from miles around. As well, normal animals and monsters living within a mile of a monolith often give birth to phrenic specimens, and even creatures that die too close to an active monolith are likely to rise as psionic undead (see Chapter 8 of the *Expanded Psionics Handbook*). Refugees who imagine they will find safe haven within a monolith's walls often end up victims of these psionic predators.

QUORI MONOLITH ENCOUNTERS

(1 hour, 10%)

d%	Encounter	Average EL
01–03	1 witchknife captain and 1d3 witchknives[3]	8
04–07	1 5th-level kalashtar soulknife and 1 5th-level kalashtar psion (nomad) with the *psionic levitate* power	7
08–11	1d4 harssafs[3]	7
12–16	1 intellect devourer[1]	7
17–19	1d3 unbodied[1]	7
20–34	2d4+1 1st-level human fighters (Riedran army)	6
35–43	1d3 Inspired	6
44–47	1 phrenic dire lions[1]	6
48–52	1d3 phrenic lions[1]	6
53–56	1d3 phrenic shadows[1]	6
57–61	1d3 phrenic wights[1]	6
62–65	1 phrenic wraith[1]	6
66–68	1 phthisic[1]	6
69–72	1d3 rhinoceroses	6
73–76	1d4+2 thought eaters[1]	6
77–81	1d3 ankhegs	5
82–85	1d3 crysmals[1]	5
86–89	1 dire lion	5
90–94	1d3 lions	5
96–98	1d3 temporal filchers[1]	5
99–100	2d4+1 brain moles[1]	4

1 See *Expanded Psionics Handbook.*
2 See *Fiend Folio.*
3 See *Monster Manual III.*

While under construction, a monolith has as many as three hundred workers living in and around it, plus a squad of twenty Riedran soldiers (human fighter 1) led by a sergeant (human fighter 3). After a monolith is activated, the soldiers and a trained engineer (usually an expert of level 1d4+1) remain stationed there for 2d6 days before abandoning it to begin work on another.

ADVENTURE IDEAS

—The PCs arrive in a village close to a monolith, which they learn has become the lair of a pride of phrenic dire lions. The villagers implore the adventurers to shut the monolith down safely.

—A psionic killer is stalking a band of refugees that lives in the shelter of a quori monolith.

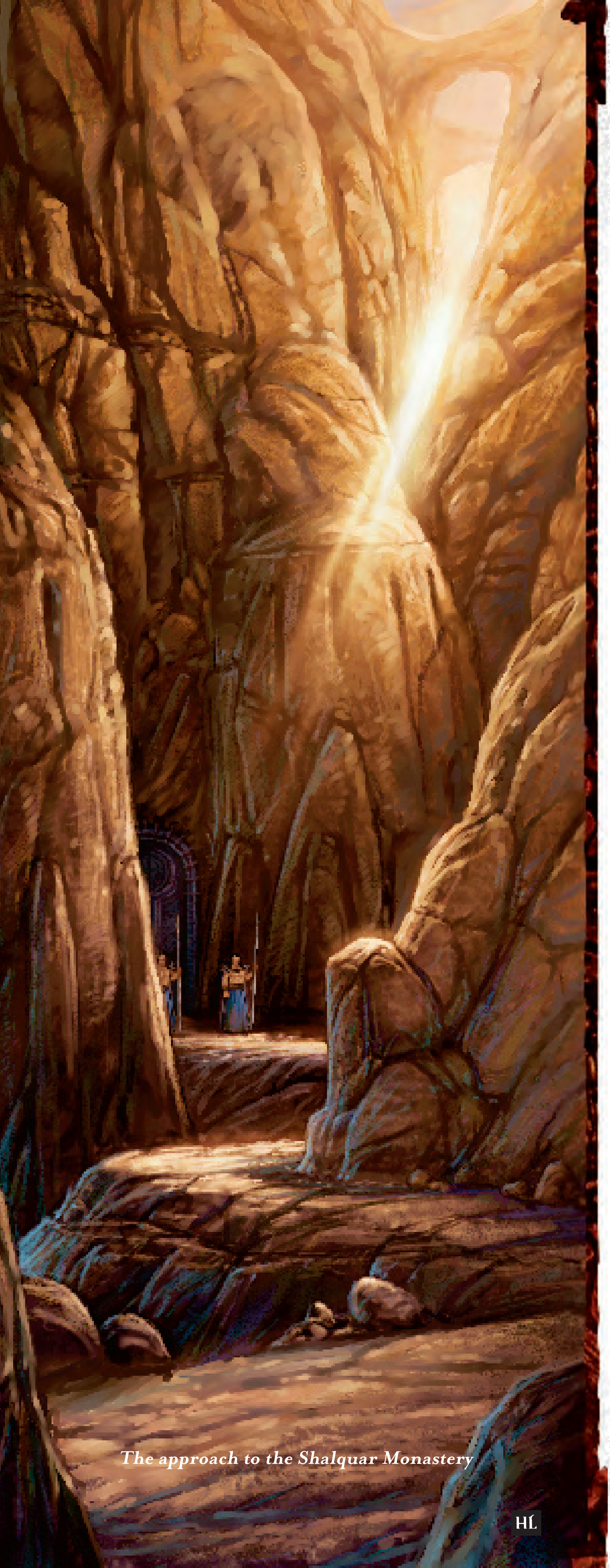
SHALQUAR MONASTERY

Both a hallowed hall for meditation and the first line of defense in a centuries-old siege, Shalquar Monastery is one of the eight fortifications that protect all known paths into the valleys of Adar. Maintained by kalashtar and human ascetics and defended by some of the finest martial artists on Sarlona, Shalquar Monastery maintains a vigilant defense against the mundane armies of the Inspired and the agents of the Dreaming Dark.

Lands: Shalquar Monastery is located in the mountains of Adar in southeastern Sarlona. The area surrounding it is impassable, with jagged peaks jutting up to 14,000 feet and frequent storms triggering deadly landslides. The exact location of Shalquar is a closely guarded secret, but the nearest Riedran settlement is 22 miles away in the foothills—an otherwise unremarkable village named Hillcorn (population 842) that lingers in the mountains' shadow.

The Inspired are certainly aware of Shalquar's general existence (unlike some of the other Adar fortifications, which operate under a veil of absolute secrecy), but the monastery's exact location is carefully hidden from their view by the efforts of kalashtar psions. A large contingent of Riedran troops has been stationed in and around Hillcorn, from which the Inspired regularly send scouting parties to seek the secret route up through the mountains. These assignments are highly undesirable, because failure to locate the monastery means punishment, while success means a swift death at the hands of the monastery's defenders.

Getting There: Nestled between two foreboding mountains, the monastery interrupts the only traversable path for miles, serving as gate and garrison to the interior of Adar. The location of the pass is not marked on any map or widely known among local villagers. Making a DC 30 Gather Information check in Hillcorn



The approach to the Shalquar Monastery

will uncover the name of someone who knows the location of the pass (Hieron the Dusty, NG human ranger 3). Alternatively, travelers can attempt to find it on their own by scouring the area. A DC 30 Survival check can be made each day that a character spends searching the foothills; success indicates that the pass has been found at a point 1d4+1 miles away from the monastery.

The pass starts out as a normal ridge, but gradually changes into a sharp ditch in the side of the mountain. It is 10 feet wide and rises steeply enough that horses cannot traverse it. On either side of the path, rock walls rise from 5 to 15 feet. Leaving the pass is far more treacherous than staying in it, since only a skilled mountaineer can hope to scale the mountain slopes on either side (Climb DC 25). One mile distant from the monastery entrance, the path narrows to 5 feet

Locating Shalquar from the air is virtually impossible. The monastery is totally obscured from normal view by the rugged terrain around and above it. Also, the lightning storms that surround the mountain peaks of Adar are treacherous for flying creatures and airships. Teleporting to Shalquar (or indeed, to Adar at all) is impossible while the Shroud is active (see the sidebar).

Appearance: From the outside, Shalquar Monastery looks like an ancient but unadorned stone building partly carved from the mountain itself.

The humble appearance of the fortress belies its intent, though; every inch of the monastery has been adapted for maximum tactical advantage against the numerically superior Riedran army and their Inspired overlords. While the monks of Shalquar would prefer to hide their home from the world, they know that the forces of the Inspired periodically stumble upon the pass. When this happens, the kalashtar and their human allies strike with deadly efficiency, leaving no survivors to tell of the monastery's location.

Demographics: Shalquar Monastery is a center of learning and meditation that rivals a large town, with at least thirty-five hundred residents at any given time. The monastery's racial mix is 72% kalashtar, 18% human.

POWER GROUPS OF SHALQUAR MONASTERY

Even in a place so beset by enemies as Adar, internal struggles for power still exist.

Ay'Kuar, Master of the Monastery: All the defenders of Shalquar Monastery honor the leadership of the Master, always a monk of great strength who has proven his wisdom in matters both philosophical and martial. While the first leaders of the monastery were human, the Master has long since been chosen almost exclusively from among the kalashtar who devote themselves to Shalquar's defense. The Master's primary task is to enact specific plans to shield the monastery from discovery or, failing that, defend it from attack.

The current Master is a male kalashtar named Ay'Kuar (LN male kalashtar monk 5/soulknife 6). He strongly supports an aggressive defense of the region; his most famous (and controversial) strategy has been the sanctioning of surgical strikes against Riedran scout patrols exploring locations far from the actual pass. He theorizes that this will prevent the Inspired from deducing Shalquar's location based on where patrols vanish, but his critics lament the loss of human lives that pose little threat.

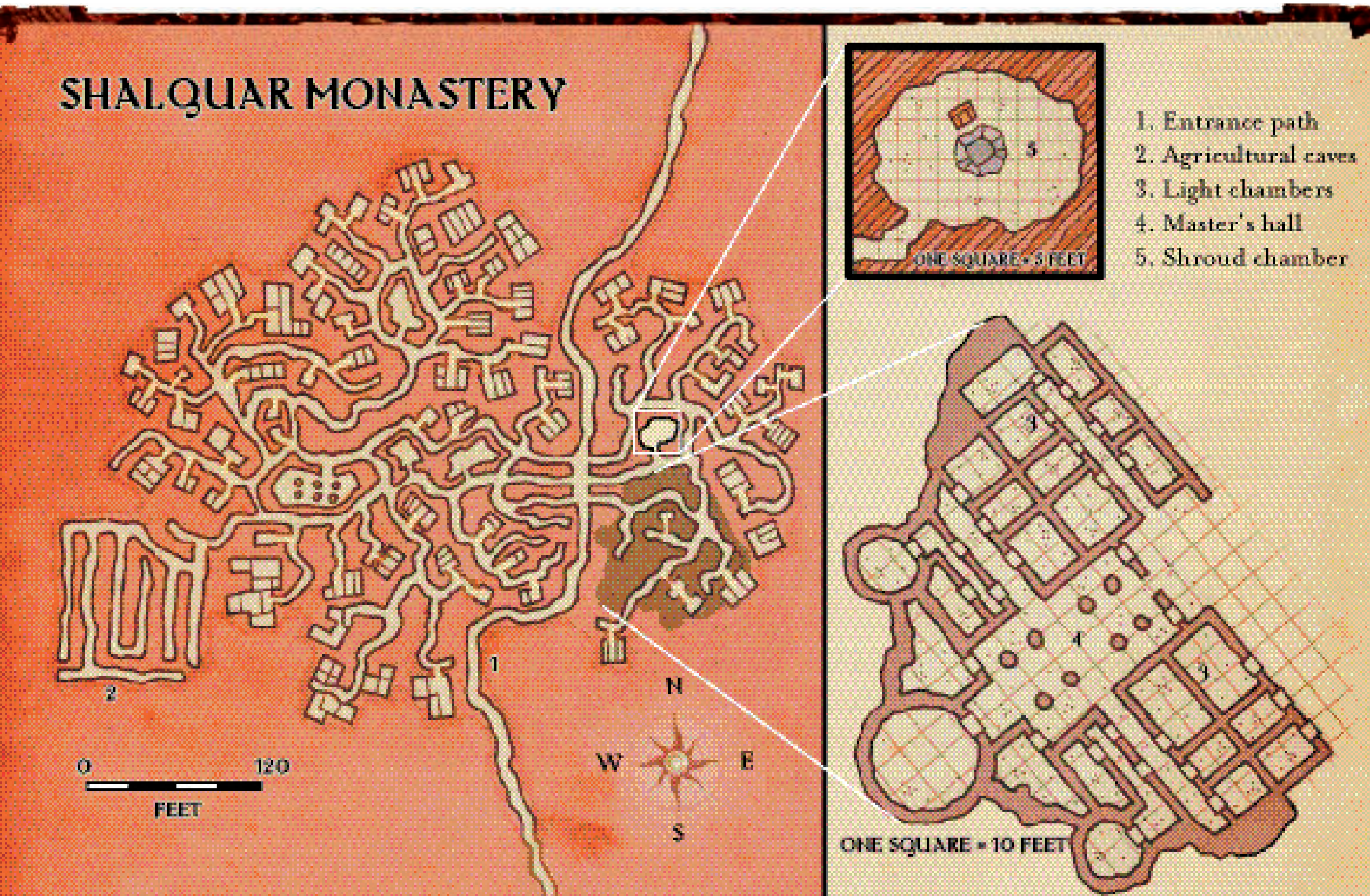
Council of Lineages: While Ay'Kuar is in control of monastery defenses, he is not its true leader. A council of the thirty-four lineages currently represented within Shalquar's population (of the sixty-seven lineages originally established by the quori who fled Dal Quor for Eberron) is the guiding force for the kalashtar of Shalquar. The Council of Lineages establishes policies and makes decisions that affect the shape of the war against the Inspired's Riedran armies and the spies of the Dreaming Dark.

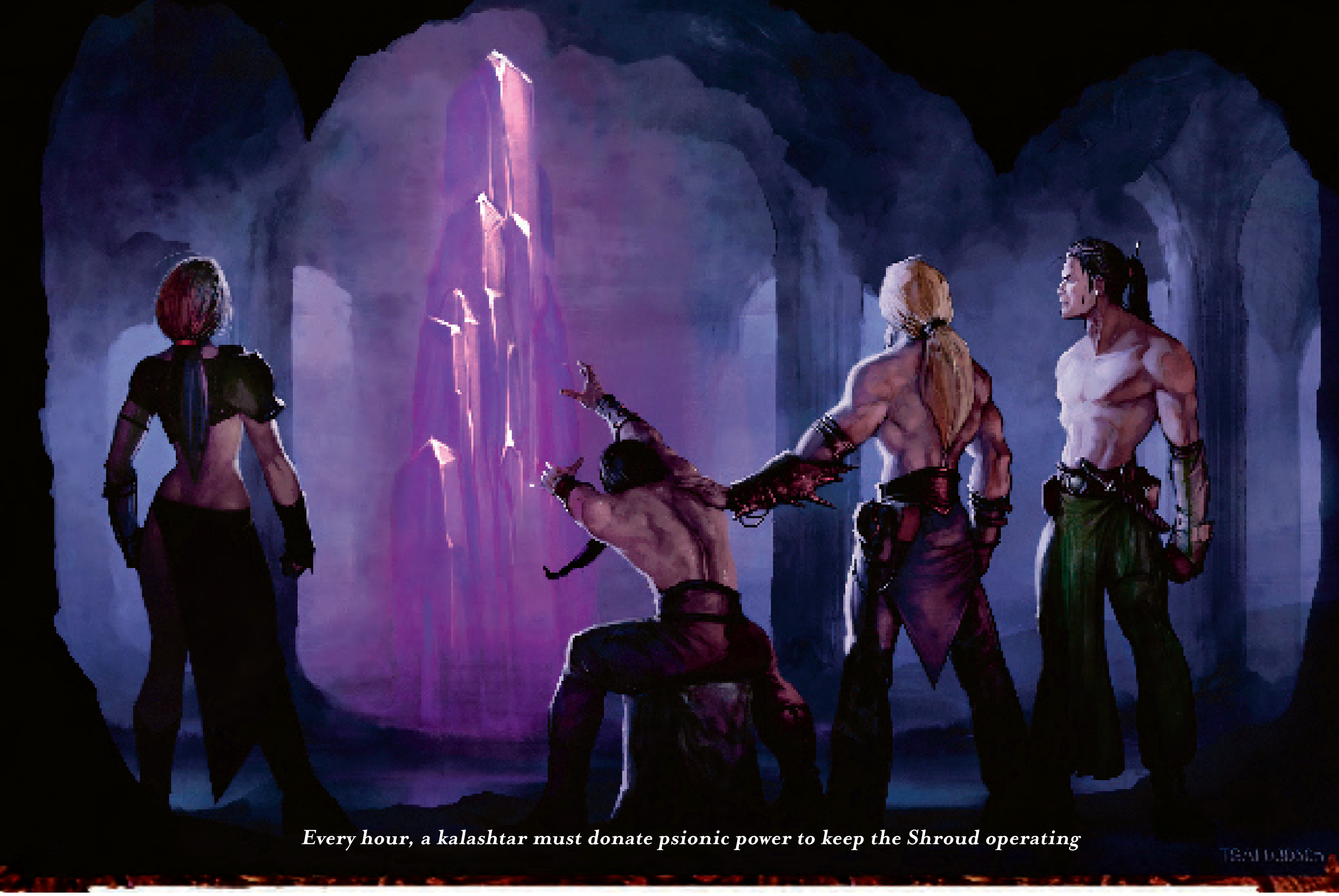
The Dreaming Dark: While it has no foothold within the monastery itself, the Dreaming Dark always has agents prowling the mountains. The psions of Shalquar spend a great deal of time attempting to find these spies through *remote viewing*, with mixed results. Should any be detected, a team of kalashtar soulknives, psychic warriors, and monks is dispatched to eliminate them as quickly as possible. While many kalashtar might be willing to deal mercifully with the often inconsequential Riedran humans, they give no quarter to the Dreaming Dark's agents when they are found.

Monks of Adar: The human monks who share Shalquar Monastery with the kalashtar follow their own communal lifestyle, studying their path of discipline and ascetic virtue. While many discuss philosophy and morality endlessly with their kalashtar counterparts, they are not of the same religion, nor are they subject to the decisions of the Council of Lineages. Technically, the kalashtar are still guests of the Adar monks, even though they now outnumber the humans nearly fourfold. The monks only obey the Master of the monastery on issues of immediate protection, and they largely ignore the larger issues of the war against the Inspired.

FEATURES OF SHALQUAR MONASTERY

The interior of the monastery is made up of twisting narrow tunnels and small rooms. Memorizing the many routes within the fortress is one of the first steps in the path of mental discipline for those studying here. The cramped passageways have a secondary purpose, however, for should the Shroud ever fail, the kalashtar know that the Inspired will be able to scry the monastery's location and use *psionic teleport* to send troops directly into it. During such an attack, the corridors would serve to break up massed troops and allow the defenders to fight smaller battles.





Every hour, a kalashtar must donate psionic power to keep the Shroud operating

The small, unadorned rooms inside the monastery are where the ascetics sleep and meditate. There are no large open spaces, but the inhabitants do not seem to mind, gathering in hallways to talk or barter with one another.

Key locations within the complex are described below.

1. Entrance Path: The defenses of the monastery begin at the entrance. The path leading up to the entry tunnel is narrow enough that attacking troops must march single file toward the fortress. A handful of soulknives could thus hold off an army of far greater numbers by fighting the enemy one at a time. The entrance tunnel is unblocked but fiercely guarded by six warriors—two kalashtar soulknives, two kalashtar psions, and two human monks. They hide in the shadows of the entry tunnel, judging all who approach and assessing whether to reveal themselves peacefully or attack.

Inside the entry tunnel, six hidden passageways branch off on either side (Search DC 20 to locate). Travelers who miss the passageways and are allowed to continue through will emerge in the first valley of Adar proper after another 600 feet, perhaps none the wiser about the monastery's location.

2. Agricultural Caves: The kalashtar of the monastery can hardly plant crops in plain view from above. While they do gather certain mountain fruits and nuts from the surrounding area, much of the food supply for the ascetics is grown in these long passageways. Nutritious fungi of all varieties can be seen growing here, but the farmers must be careful to keep the tunnels well maintained lest dangerous patches of brown mold appear on the walls.

3. Light Chambers: A series of crystals reflect sunlight down into these chambers, allowing the kalashtar to meditate on the Path of Light. Any kalashtar or human living in the monastery is welcome to meditate in one of these two dozen rooms; six people can sit comfortably in each.

4. Master's Hall: This simple room is where Master Ay'Kuar receives visitors to the monastery. The large round room at the end of the hall is his private chamber and office.

5. Shroud Chamber: Perhaps the most heavily defended location in the entire monastery, this room holds the *shroud resonator* that is necessary to keep the kalashtar of Adar shielded from psionic scrying and teleportation. A psion sits before the massive violet crystal at all times, feeding it the psychic energy it needs to operate, while six kalashtar monks stand guard.

ENCOUNTERS NEAR AND IN SHALQUAR MONASTERY

The kalashtar patrols keep Shalquar free of hostile monsters, but it is periodically affected by infestations of brain moles and the attendant outbreaks of cascade flu (see page 190 of the *Expanded Psionics Handbook*). In addition, the mountains surrounding the monastery are home to many dangerous mundane animals, particularly the mountain lions that the kalashtar frequently use as additional protection against random Riedran scout patrols. If they need to drive off a squad of soldiers without revealing their presence, kalashtar telepaths will use their psionic powers to lead a hungry monster right to the intruders.

The first encounter upon arriving at Shalquar Monastery will be with the guards watching the tunnel entrance itself. Travelers who seek refuge or training must convince the sentries that they should not be killed on sight as suspected agents of the Dreaming Dark. Even should the guards' suspicions be eased, they still do not have the authority to allow travelers to enter. For that, they must call upon a telepath from within Shalquar to use *detect thoughts* on the newcomers (or even *mind probe* if they have enough suspicion to warrant it).

If the telepath is convinced of not only the explorers' sincerity but also their justification for seeking entrance to Shalquar, he will escort them to Master Ay'Kuar. Only the Master can make the final determination as to whether foreigners can roam freely about the monastery, or will instead be put to death.

Assuming adventurers are granted access, they can move as they wish through the corridors and rooms that make up the monastery. Only the Shroud Chamber is forbidden to visitors. Within the mountain, the monastery's residents live much as any townsfolk, with skilled crafters honing their techniques between periods of meditation. The monastery's kalashtar artisans are among the finest in the world despite their anonymity, and many masterwork items can be acquired in Shalquar. Because trade with the outside world is limited, barter is usually preferable to payment in coin.

THE SHROUD

The first line of defense for the exiles of Adar, the Shroud is an energy field generated by a set of massive crystals one in each of the eight monastery fortresses hidden throughout the mountains. As long as all eight of these *shroud resonators* are active, the Shroud provides two effects—a *dimensional lock* that prevents all forms of extradimensional movement into, within, or out of Adar; and a *nondetection* effect that hampers all scrying attempts within Adar.

The *resonators* require constant psionic power—a psionic creature must channel 5 power points per hour into a *shroud resonator* in order to keep it powered. Should a crystal fail to receive any psionic power for 1 hour, it shuts down and the Shroud is weakened. The *dimensional lock* and *nondetection* effects become less reliable, and every attempt to defeat them has a chance of success.

Number of Resonators Inactive	Chance to Defeat Shroud
None (all 8 active)	0%
1 resonator inactive	20%
2 resonators inactive	50%
3 or more resonators inactive	100%

Shroud Resonator

Eight *shroud resonators* power the Shroud that keeps Adar safe from the eyes and attacks of the Inspired and the Dreaming Dark.

Description: The *shroud resonator* in each Adar monastery is a massive violet and red crystal, roughly 6 feet tall. While supplied with psionic power, the crystal glows brightly and vibrates with a deep oscillating hum. When a resonator is within 1 minute of losing power, its light begins flashing erratically.

Activation: A *shroud resonator* can be activated only by a psionic character. Touching the crystal and expending 5 power points as a standard action will activate it for exactly 1 hour. It is not possible to expend extra power to lengthen the crystal's activation time, and the kalashtar of the Adar monasteries maintain a constant presence near each *shroud resonator* to keep it powered it at hourly intervals.

Effect: Once powered, a *shroud resonator* helps generate the Shroud over all Adar. As well, the character powering a resonator can use it to scry on creatures at will (as with the psionic power *remote viewing*), except that it takes only a full-round action to begin the scrying process. Scrying performed through a *shroud resonator* is not blocked by the Shroud's own *nondetection* effect.

A resonator also allows the character powering it to manifest the following psionic powers targeting anyone on whom he or she is scrying: *detect thoughts*, *mind probe*, *psionic modify memory*, and *psionic suggestion*. The character must still pay the power point cost associated with each power, but does not need to know the powers nor pay double for manifesting them through *remote viewing*.

Aura: Overwhelming clairsentience and psychoportation, CL 20th.

ADAR MOUNTAIN ENCOUNTERS

(1 hour, 8%)

d%	Encounter	Average EL
01–08	1 7th-level kalashtar psion and 1d4+2 5th-level kalashtar soulknives	10
09–13	1d3 intellect devourers[1]	9
14–21	1 juvenile bronze dragon	9
22–28	1d4+2 5th-level kalashtar soulknives	9
29–35	1d3 7th-level kalashtar psions	9
36–42	1d4+2 4th-level Riedran fighters	8
43–49	1d4+2 displacer beasts	8
50–54	1d4+2 griffons	8
55–62	1d4+2 wyrmling white dragons	8
63–69	1d3 wyverns	8
70–77	1d3 5th-level kalashtar monks	7
78–85	1d2 3rd-level Inspired rogues/5th-level psions (tsucora quori spirit)	9
86–90	1d4+2 giant owls	7
91–100	1d3 5th-level Riedran rangers	7

[1] See *Expanded Psionics Handbook.*

ADVENTURE IDEAS

—Kalashtar PCs are sent on a pilgrimage to the Shalquar Monastery to consult with the Council of Lineages and seek direction in the war against the Dreaming Dark. When the characters arrive at Hillcorn, however, they find that the area is swarming with Riedran troops and Inspired, all searching for a high-ranking Inspired officer who is missing and believed captured by the rebels in Adar. The characters must avoid capture in a very unfriendly area and find a way to get access to the monastery to warn them without giving the location away to the agents of the Dreaming Dark.

—The characters are staying in the monastery when they are called in front of the Council of Lineages. The council has received word from one of the other Adaran fortresses of the possible rebirth of a kalashtar lineage long presumed lost, and they would like the kalashtar PC and his or her companions to travel there and see for themselves if it is true.

—A strange wasting illness has struck the Shalquar Monastery, sparing the humans but bringing many of the kalashtar near death. The Master asks the characters to journey to Mount Korrandar in the heart of Adar and seek council with the Storm Guardians.

THARKGUN DHAK

The civilization of the giants once spanned all of Xen'drik, but it was not always united in a single empire. Throughout the jungles of the lost continent, signs exist that war once raged between neighboring giant nations. One ruined stronghold in particular, built with a commanding view of the surrounding territory, would likely answer many questions about the Age of Giants—assuming those asking can fight their way past the fortress's current inhabitants.

A band of ogres now controls this fortress, having rechristened it Tharkgun Dhak—literally "Broken Giant Place" in their native tongue. The ogres have capitalized on their similarity to true giants to live unchallenged among the undead giants who still guard the ruins, defending a nation that has long since vanished into the mists of history. The stronghold has become a trading post of sorts for the dark creatures that emerge from the depths of Khyber. A local cult of the Dragon Below ensures that its subterranean masters receive a steady supply of Siberys dragonshards from the ogres in return for treasure and arms.

There is no shortage of giant ruins on Xen'drik, and Tharkgun Dhak is not meant to represent them all. However, its inhabitants and their struggles are typical of life in the deep jungle of the lost continent.

Lands: The ruined stronghold rises above the jungle canopy somewhere in the deep interior of Xen'drik, presumably guarding some long-forgotten border. The cataclysm that shattered the continent literally tore this fortress in half as a chasm opened beneath it. Much of the fortification lies in rubble at the floor of the rift, but part of the structure remains relatively intact, balanced dangerously at the edge of the precipice. Whatever the fortress was once guarding, it now defends nothing but itself.

The chasm beneath Tharkgun Dhak is deep and leads directly to the underground caves of Khyber. Its walls are steep and difficult to climb, rising some 2,000 feet from the depths to the surface. From time to time, monsters from the dread realm below will make their way out to infest the nearby jungles.

Getting There: No major river runs in the vicinity of Tharkgun Dhak, but an airship leaving from Stormreach could probably find the ruined stronghold within a week of searching. Alternatively, the cliffs upon which the fortress sits extend away from it for several miles in each direction, and could serve as a path to the stronghold.

The existence of Tharkgun Dhak is not generally known even to those who study the lore of Xen'drik. Only agents of the Cults of the Dragon Below are likely to be familiar with the stronghold's exact location, due to the local cult's business with the ogres that control the fortress. A DC 25 Gather Information check in or around Stormreach might reveal the stronghold's name (but not its location or function), while a DC 30 check might provide rumors (greatly exaggerated) about a ruined giant fortress loaded with both Siberys and Khyber dragonshards.

Appearance: The structure now called Tharkgun Dhak was a magnificent bastion of giant military might in its prime. While it might be only half the fortress it once was, it still maintains a commanding presence over the surrounding jungle. The main facade of the stronghold remains intact, though most of its interior structure is gone. The ogres have built huts and makeshift shelters among the ruins, relying on the broken stone walls of the fortress to serve as a defensive perimeter.

POWER GROUPS OF THARKGUN DHAK

An ogre tribe twenty-five strong has found a way to live beneath the notice of Tharkgun Dhak's undead guardians. However, their self-styled rule over the ruined citadel (and their relations with the emissaries of Khyber beneath it) have not gone unnoticed.

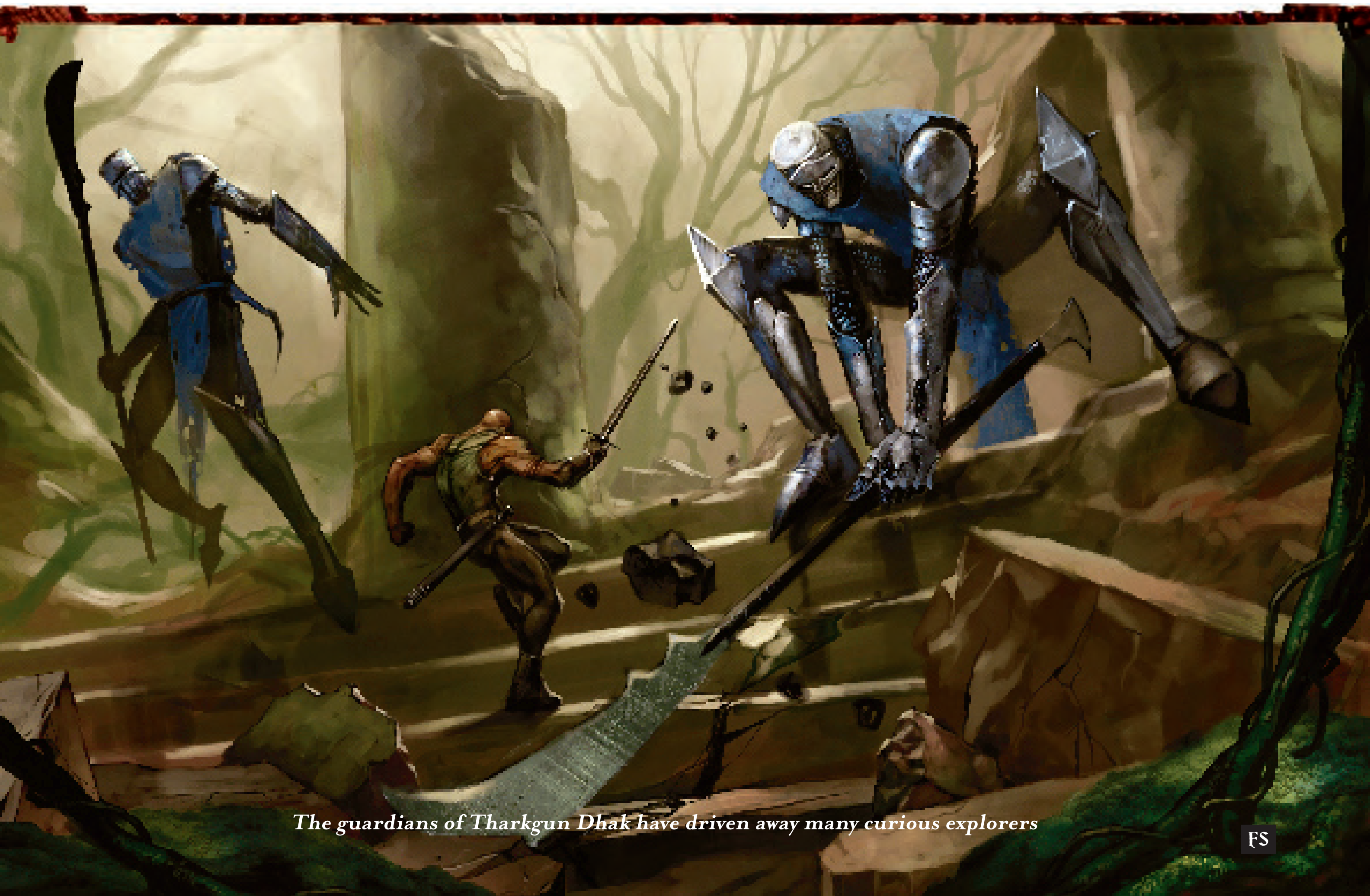
Ogres: The primary residents of the ruins of Tharkgun Dhak are a tribe of ogres led by a cunning thinker (in ogre terms, at least) named Khort (NE male ogre rogue 5). When the ogres first discovered the ruin, the guardian skeletons slew several of the tribe's best warriors, including its then-chieftain. Khort noticed that the skeletons avoided him and two other ogres from the scouting party, though, and deduced that the guardians had been ordered to attack those whose uniform color did not match their own. By convincing the remainder of his tribe to trust him and approach again (this time with everyone wearing garments hastily dyed blue), Khort was able to secure the ruins. Claiming the title of chieftain, he has been using Tharkgun Dhak as a secure base to fulfill his own agenda ever since.

Khort has dreams of achieving great personal power, and he sees the remnants of giant civilization as the key to that dream. He was disappointed to find so few giant artifacts in the handful of structures still standing in Tharkgun Dhak, but has a strong feeling that the ruins that fell into Khyber will hold more valuable lore. His alliance with a trio of dolgaunts who dwell in the depths of the rift is built around the idea that if they come to view Khort as a trusted ally, he will someday be allowed to investigate the giant ruins below the surface. Until then, he is happy to make money off the loathsome creatures and live in relative safety.

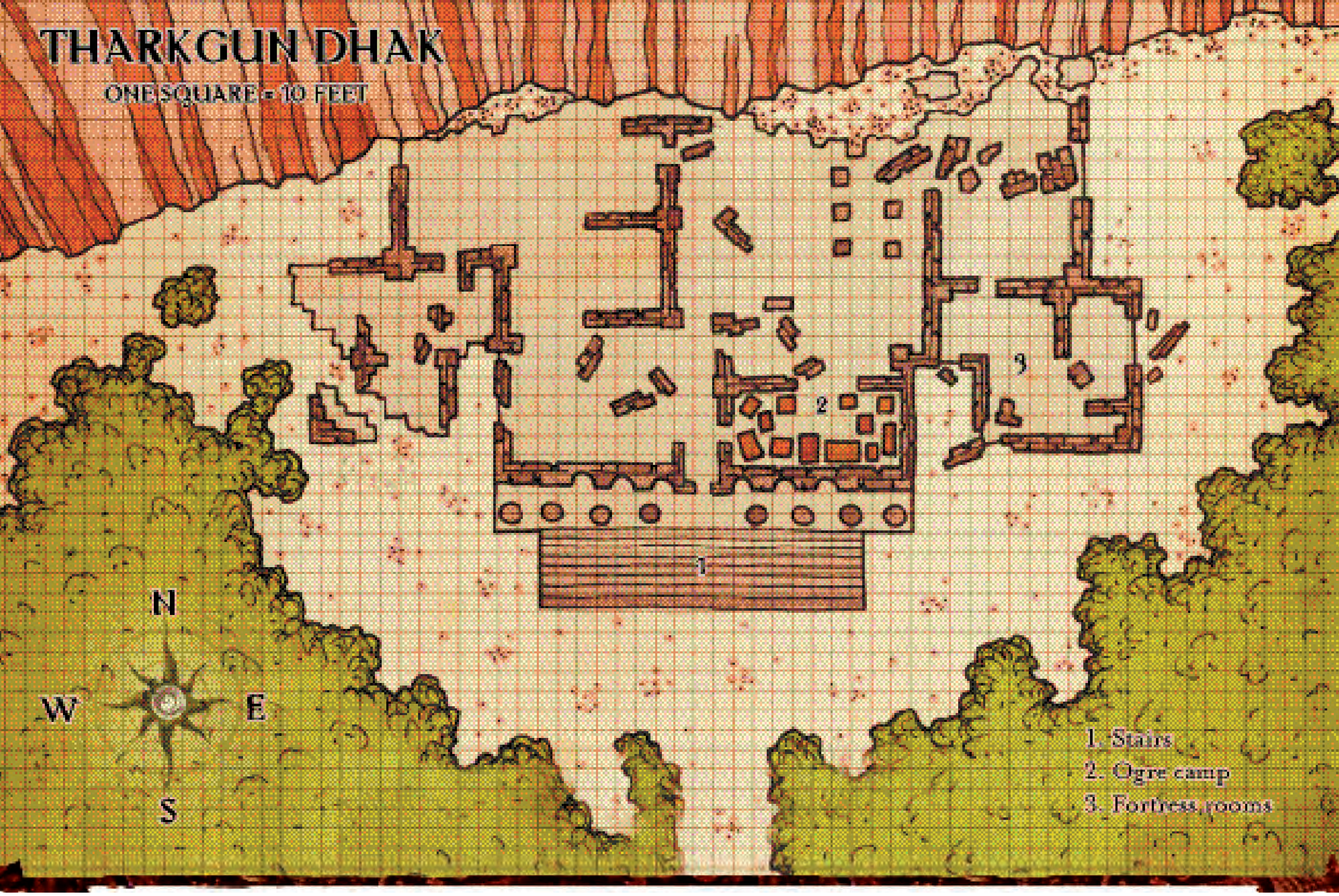
More and more often, Khort's ogres are not returning from their dragonshard gathering. When their corpses are found, they often bear signs of poisoning. Khort suspects the drow, but cannot find any other trace of their presence.

Dolgaunts: Three dolgaunt monks (see page 281 of the *EBERRON Campaign Setting*) regularly make the climb from Khyber to Tharkgun Dhak, ferrying money and other trinkets to the ogres in exchange for the valuable Siberys dragonshards Khort's tribe collects. No one knows what dark purpose the creatures' masters have in store for the dragonshards, but no matter how many the ogres collect, the dolgaunts demand more.

The dolgaunts find it easier to pay the ogres' relatively insignificant fees than to dredge a few dozen dolgrims to the surface in order to search for shards on their own. The ability of the ogres to operate under the seeming protection of the ancient giant skeletons also guarantees the monks a steady



The guardians of Tharkgun Dhak have driven away many curious explorers



supply of Siberys dragonshards with minimal interference from the drow.

Sara'tyia: This lone forest giant (see page 110 of *Monster Manual II*) does not live in Tharkgun Dhak at all, but her interest in the area is strong. She is a preservationist of giant culture, interested in learning the secrets of her ancestors and keeping them out of the hands of lesser races. Nothing would make her happier than seizing Tharkgun Dhak herself, but she has not yet figured out a means of safely passing the undead sentries.

Sara'tyia has attempted to enter the fortress twice, and been forced to flee both times. She would prefer not to have to destroy the skeletons because they are a direct link to the giant nations of old, but is becoming increasingly aware that she may have no other option. While she racks her brain to figure out how a group of lowly ogres have managed to pass when she, a true giant, cannot, she satisfies herself with ambushing groups of ogres—using her poisoned arrows against those who venture into the jungle in search of dragonshards.

FEATURES OF THARKGUN DHAK

In places where they rise above the rift, the remains of Tharkgun Dhak feature construction typical of many of Xen'drik's giant ruins.

1. Stairs: Partially broken stairs rise 40 feet to the ruin's main archway and the raised floor of the stronghold beyond. Built to accommodate Huge giants, each step is 4 feet tall. Any creature smaller than Medium must make a DC 10 Climb check to scale the stairs.

At the top of the stairs, massive columns stand before a stone wall with six evenly spaced niches. Five of these niches contain Tharkgun Dhak's undead guardians—an armored stone giant skeleton from ages past. Each is clad in plate armor and rotted blue tabards and wields a halberd.

Whether these skeletons were used as undead sentries during the Age of Giants or were cursed with undeath as a result of the cataclysm that broke the fortress is unclear. What is known is that the skeletons follow a very specific set of instructions. They only allow giants (including ogres) who are wearing the color blue to pass freely up the stairs and into the fortress. Blue was presumably the color of the uniforms of their ancient nation, and even today, creatures dressed in any other color who proceed to the top step of the ruin will be attacked.

STORM GIANT SKELETONS (5) CR 8

NE Huge undead

Init +7; **Senses** darkvision 60 ft., Listen +0, Spot +0

AC 22, touch 11, flat-footed 19

hp 123 (19 HD); **DR** 5/bludgeoning
Immune cold
Fort +6, **Ref** +9, **Will** +11

Speed 35 ft. (7 squares), swim 30 ft.
Melee mwk halberd +22/+17 (4d6+21/×3)
Space 15 ft.; **Reach** 15 ft.
Base Atk +9; **Grp** +31

Abilities Str 39, Dex 16, Con —, Int —, Wis 10, Cha 1
Feats Improved Initiative
Possessions masterwork halberd, masterwork full plate

2. Ogre Camp: The ogres who live in Tharkgun Dhak have established their camp here—a village of seven huts put together using wood and vines from the jungle. Though they rely on the proximity of the giant skeletons for protection, they are careful to set their own watch as well. More than once, a band of hostile drow have slipped into their camp from the north and wreaked havoc. The ogres will generally ignore any sounds of battle from the stairs, confident that the skeletons can handle any intruders. However, if the fight continues for more than a minute or so, a few will cautiously approach the archway to see what creatures are besting their undead allies.

The camp contains twenty-two ogres and two 4th-level ogre barbarians (see *Monster Manual* page 199).

3. Fortress Rooms: These sections of the fortress were once the northeast tower, but exist now only as ruin and rubble. The ogres tend to avoid this area, preferring the comfort of their own camp. A very thorough examination of the floor (Search DC 30) will reveal a long-forgotten trapdoor beneath some 2 feet of plant growth and mud. Whether the giants excavated levels beneath Tharkgun Dhak (and what secrets of the giant civilization might be found there) remains to be seen.

ADVENTURE IDEAS

—At a bar in Stormreach, a drunken man with bloodshot eyes raves to the PCs about a fortress deep in the Xen'drik jungle around which valuable Siberys dragonshards can be found. He conspiratorially whispers of riches beyond their wildest dreams, then pulls a pouch from his pocket and shows them a small Siberys dragonshard of excellent quality. Immediately thereafter, he seems to grow paranoid, taking it back angrily and refusing to speak further, finally passing out at the bar. Should the characters speak to him after he regains consciousness, he denies all knowledge of either the dragonshard or the fortress.

—An explorer in Stormreach tells a tale of exceptionally well preserved giant skeletons at a ruin in the jungle. He is certain that their weapons and armor could bring a fortune from any museum, if he could only enlist a party to help defeat them.

FROSTFELL SHIPWRECK

The exploration of Frostfell has been a goal of the Wayfinder Foundation for some time, but for every expedition that returns safely, three others are never heard from again. The frozen seas leading to the northern continent are scattered with shipwrecks like that of the *North Seeker*, a simple exploring vessel that tried to ply the icy waters in 893 YK. The ship was thought to have an excellent chance to actually reach Frostfell by sea and return safely, and had contracted the services of House Sivis to keep it in touch with the Wayfinder Foundation through the Greater Mark of Scribing.

The last *sending* received from the *North Seeker* stated the following: "Temporarily stuck in ice. Captain expects ship to be free within a few days. Continuing forward." The ship was never heard from again.

Almost overnight, the fate of the *North Seeker* became a widely discussed topic among academics and explorers alike. The Wayfinders speculated at length on what peril might have destroyed the ship before another *sending* could be made the following day. There was even talk of outfitting a follow-up expedition, but the Last War began the next year, ending any interest in exploration for its own sake for a considerable time.

Lands: Frostfell may be the least hospitable climate on Eberron. Blizzard conditions surround the continent, with high winds gusting up to hurricane force without notice. Of those few who have made it to Frostfell and returned, many have left behind frostbitten toes or fingers as casualties of the extreme cold. If there is one bright spot in a journey to Frostfell, it is that precious few hostile creatures are capable of living there.

Getting There: Frozen seas make Frostfell risky to reach by boat, and swirling winds and blizzardlike conditions make it a foolhardy journey by airship. So far, only ground expeditions have successfully crossed the frozen ocean to the continent proper; finding the half-submerged wreck of the *North Seeker* will likely require several days travel over the ice that now encases it. Any external signs of the boat's final resting place are long gone, though characters with access to the ship's original expedition plans (filed with the Wayfinder Foundation) can make a DC 20 Profession (sailor) check to put them on the right path.

Appearance: The *North Seeker* was a fairly standard Lhazaar galleon, chosen because of that land's cool climate. Fitted with an ice-breaking prow, the ship had sailed farther than was believed possible before meeting with tragedy. Today, the ship sits partially submerged in the frozen sea, its remains nearly obscured by snow and rime.

FEATURES OF THE FROSTFELL SHIPWRECK

Following the *North Seeker*'s hundred-year-old trail is hard enough, but the challenge has only begun. Once a party ascertains the ship's exact location, uncovering it will be a task. Years of exposure to the blizzards of Frostfell have left the ship buried in snow and ice, visible as little more than a slight mound in a never-ending field of white. Only the tops of the masts can now be seen where they poke through the snow (Spot DC 15). Once the ship has been found, it will have to be at least partially dug out in order to be fully explored.

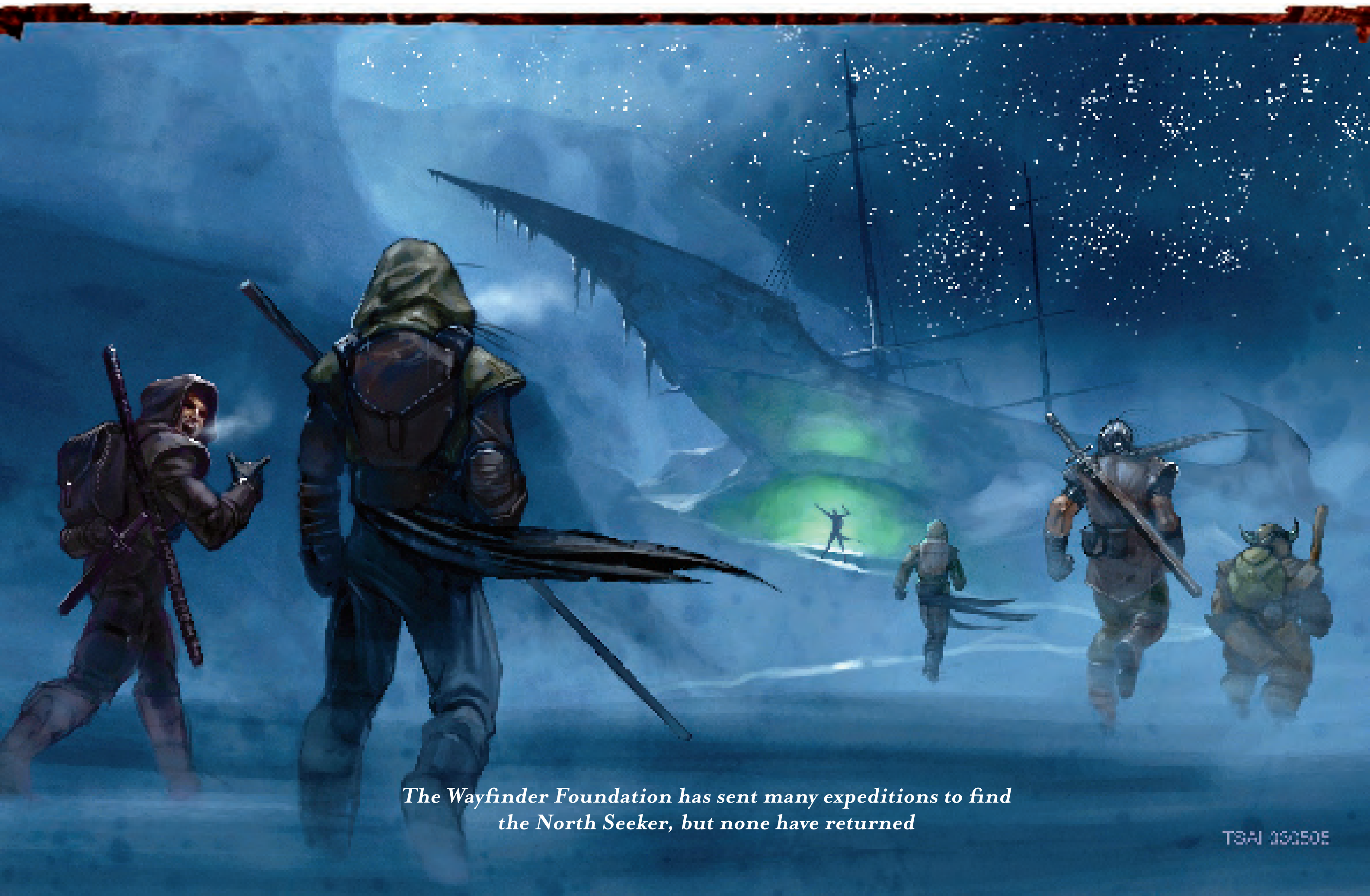
The main deck of the *North Seeker* breaches the icy surface of the sea at a slight angle. Getting to the deck, however, will require a great deal of digging, since it is currently buried under several feet of snow. Even cleared, it requires a DC 20 Search check to find the hatch to belowdecks and a DC 26 Strength check to force it open.

The interior of the ship is filled with the cold aura of death, and the frozen corpses of the crew are the first sight to greet any who enter. Many of the corpses have wounds, and none show any signs of starvation. A character with the Investigate feat can attempt a DC 25 Search check to determine that the crew members were not set upon by outside forces, but killed each other. Most of the corpses are human, but a single gnome body can be found (the heir of Sivis that was sent along on the voyage).

A single corpse sits in the ship's pantry. Unlike the other bodies, this one appears to have starved to death, but not before eating the entire expedition's food supply. A DC 10 Search check will reveal an impressive gold ring on the figure's left hand, set with a tiny chip of Khyber dragonshard.

The ring is possessed by a fiend—specifically, a glabrezu (see page 100 of the *EBERRON Campaign Setting* for details on fiendish possession). An ancestor of the ship's first mate bound the fiend to the ring as a means of trapping it, and the ring had been passed down for safekeeping through generations. When the first mate learned he was sailing for Frostfell, he took the ring from its hiding place and planned to bury it, trapping the fiend in the snows of the northern wasteland.

Unfortunately, he hadn't planned on the ship getting caught in the ice. As the first few days wore on, the ring began whispering to him, eventually wearing down his will and possessing him. The fiend took control and began to kill the crew until one of them slit the throat of the first mate in retaliation. The killer noticed the valuable-looking ring and pocketed it—and was soon possessed as well, murdering several more of his fellows before being brought down. The fiend went through four hosts this way until only one crew member remained—the one on whose body the ring is found. With food plentiful, the fiend was able to keep this last



The Wayfinder Foundation has sent many expeditions to find the North Seeker, but none have returned host alive through weeks of torment, until he, too, died and the glabrezu was forced back into the ring.

As long as it remains trapped, the fiend can only possess the ring or someone wearing it. It cannot travel to the Ethereal Plane or return to its own long-lost body. The fiend wants to leave Frostfell, and so is likely to simply ride back to civilization with any character who takes the ring. After that, it will try to once again begin its business of corrupting souls and striking infernal bargains, all with an eye toward gaining enough power to return triumphant to its home plane of Shavarath.

ADVENTURE IDEAS

—With the Last War over, interest in the fate of the *North Seeker* has been sparked anew among academics. Morgrave University offers to fund an expedition to find the lost ship, with the condition that any treasure found becomes the university's property.

—An heir to House Sivis, Zander d'Sivis, approaches the PCs and offers them a job. He explains that his grandfather, Mercantin d'Sivis, was the gnome sent on the *North Seeker* expedition. House Sivis is planning a memorial service in Mercantin's honor on the hundred-year anniversary of his sacrifice, and Zander wants to hire the characters to retrieve his grandfather's body if possible, or at least to place a memorial marker there to coincide with the service.

HAKA'TORVHAK

Fixed in the ancient obsidian mountainside of a volcano in central Q'barra, this imposing citadel was the site of a titanic clash between demons and dragons at the end of the Dragon-Fiend Wars. It is said that when the stars align and their light shines through the Ring of Siberys, a wanderer in the jungle can push aside the creepers and gaze up into the night sky to see vrock bodies falling, their demonic limbs flailing in a rain of dragon fire. In another part of the sky, a dragon howls in pain, scored by a balor's whip, while in still another corner of the firmament, a marilith and a couatl shriek, wound in each other's coils.

The name Haka'torvhak means "throne of the holy dragons." The half-fiend black dragon Rhashaak was placed here to guard against the rising of the demons bound for eons in the slumbering volcano, but he has become as much a prisoner of the place as the demons he guards. The lizardfolk that roam the Q'barran jungles worship Rhashaak, even as he chafes in his chains.

Lands: The jungles of Q'barra are among the most inhospitable known to the common races. The pirates of Lhazaar consider the entire Q'barran peninsula cursed. Quicksand, assassin vines, tendriculoses, fiendish shambling mounds, head-hunting lizardfolk, and acid geysers are but a few of the dangers concealed by the dense jungle undergrowth.

Getting There: For those unable to avoid the dangers of Q'barra altogether by means of teleportation, the simplest route to Haka'torvhak is above the jungle by Lyrandar airship. This route is also the safest by far, for traveling above the jungle only exposes one to yrthaks, glidewings, wyverns, and the occasional acid geyser that manages to top the trees. Those who cannot travel magically to the throne of the holy dragons are best off sailing to Adderport, hiring three or four local guides, purchasing digester-skin boots (to wade through the acid pools), and striking off on foot through the jungles to the northeast.

Appearance: Even after eons, the jungle has done little to diminish the glory of the demon city. Gleaming black and crimson as the sun climbs above the Sea of Rage, the city looks serene, even welcoming, from a distance. Up close, however, one can see the leering demon countenances graven into glass walls, the wicked spikes lining ancient battlements, and the poles impaling the living sacrifices of the lizardfolk. Smoke still rises from the volcano, but formidable magic shields the city from temblors and lava flow.

FEATURES OF HAKA'TORVHAK

Much of the city is deserted, with Rhashaak allowing only his blackscale lizardfolk priests, their living sacrifice captives, fellow fiends, and dragons within its glass walls. Those parts of the city that are still in use teem with fiendish life and house great stores of treasure.

Once, grand thoroughfares crossed the demon citadel, but Rhashaak has long since converted these now-crumbling byways into kennels for dretch. The dragon enjoys maintaining a stable of the lesser demons for amusement, and when he becomes especially frustrated with his duty, the hapless creatures suffer the brunt of his hatred for demonkind.

In their worship of Rhashaak, the blackscale shamans go to elaborate lengths to present their offerings to the fiendish wyrm in a pleasing manner. Their grisly ceremonies are held before a densewood sacrificial bier. Ornately worked with bloodstone and sardonyx, the bier weighs 400 pounds. If it could be transported to Sharn or Fairhaven, it would easily fetch more than 3,000 gp at a Wayfinder Foundation Relics and Antiquities auction.

Also of great interest and value to those brave (or foolish) enough to enter the obsidian citadel are the ancient armories of Haka'torvhak. The fiends were bound in the burning heart of the volcano when the dragons and couatls vanquished them ages ago, but not so their weapons. Left behind were swords, glaives, spetums and crossbows, all crafted by demon mages to be anathema to dragonkind.

Even as a half-dragon, Rhashaak cannot stand to be in the presence of these weapons, and he considers their existence offensive. Accordingly, rather than keep these treasures with his own hoard deep in the volcano, he has left them under dinosaur guard. The weapons include a *+3 dragon bane bastard sword*, a *+1 shocking* *burst dragon bane scimitar*, a *+2 unholy spiked chain*, and a *+3 keen dragon bane halberd of wounding*.

Rhashaak's elite half-dragon troops are billeted when they are not conducting some mission for their lord. He frequently equips them with *potions of alter self* and sends them to spy in Adderport, Gatherhold, Regalport, and Sharn. If Rhashaak wants to test the strength of an opponent, acquire some item, or display his power in a distant court, these are the agents he sends.

Rhashaak has no wish to see the entire city fall into ruin, no matter how much he dislikes his surroundings. No dragon wishes to see its charge decay during its reign. There are also valuable items and magic here that Rhashaak has no desire to let wander into the world at large. At the same time, the dragon cannot trust all such guardianships to the primitive lizardfolk, nor does he wish his half-dragon troops to do the job—his duties for them are far more important.

To that end, Rhashaak keeps a variety of creatures to act as guards, setting them to lair in various parts of the city in hopes of making any incursions very short-lived. Megaraptors and tyrannosaurs are only two examples of the dangerous local fauna the dragon has pressed into service. Add in the dretch, who both comb the streets and suffer for the dragon's amusement, and entering the city becomes an exercise in caution.

DRETCH CR 2

CE Small outsider (chaotic, extraplanar, evil)
Init +0; **Senses** darkvision 60 ft., Listen +5, Spot +5
Languages telepathy 100 ft. (Abyssal)

AC 16, touch 11, flat-footed 16
hp 13 (2 HD); DR 5/cold iron or good
Immune electricity and poison
Resist acid 10, cold 10, fire 10
Fort +5, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee 2 claws +4 (1d6+1) and bite +2 (1d4)
Base Atk +2; Grp –1
Special Actions *summon demon* (1/day, 35% chance to summon another dretch)
Spell-Like Abilities (CL 2nd):
1/day—*scare* (DC 12), stinking cloud (DC 13)

Abilities Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Feats Multiattack
Skills Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks)

MEGARAPTOR CR 6

N Large animal
Init +2; **Senses** low-light vision, scent, Listen +12, Spot +12

AC 17, touch 11, flat-footed 15
hp 79 (8 HD)
Fort +10, **Ref** +8, **Will** +4

Speed 60 ft. (12 squares); Run
Melee talons +10 (2d6+5) and 2 foreclaws +5 (1d4+2) and bite +5 (1d8+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +15
Atk Options Pounce

Abilities Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
Feats Run, Toughness, Track
Skills Hide +9, Jump +27, Listen +12, Spot +12, Survival +12

Pounce (Ex) If a megaraptor charges, it can make a full attack.

TYRANNOSAURUS CR 8

N Huge animal
Init +1; **Senses** low-light vision, scent, Listen +14, Spot +14

AC 14, touch 9, flat-footed 13
hp 180 (18 HD)
Fort +16, **Ref** +12, **Will** +8

Speed 40 ft. (8 squares); Run
Melee bite +20 (3d6+13)
Space 15 ft.; **Reach** 10 ft.
Base Atk +13; Grp +30
Atk Options improved grab (must hit smaller opponent with bite), swallow whole (*MM* 61)

Abilities Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10
Feats Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track
Skills Hide –2, Listen +14, Spot +14

MARAUDERS OF HAKATORVHAK (11) CR 6

Male half-black dragon human fighter 4
CE Medium dragon (augmented humanoid)
Init +1; **Senses** darkvision 60 ft., low-light vision, Listen +3, Spot +4
Languages Common

AC 24, touch 11, flat-footed 23
hp 43 (4 HD)
Immune acid, sleep, paralysis
Fort +8, **Ref** +2, **Will** +4

Speed 20 ft. (4 squares)
Melee mwk two-bladed sword +12 (1d8+8/19–20, 1d8+5/19–20) and bite +5 (1d6+3) or
Melee 2 claws +10 (1d4+6) and bite +5 (1d6+3) or
Ranged javelin +5 (1d6+6)
Base Atk +4; **Grp** +10
Atk Options Power Attack
Special Actions breath weapon

Abilities Str 22, Dex 13, Con 16, Int 8, Wis 12, Cha 10
Feats Exotic Weapon Proficiency (two-bladed sword), Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword)
Skills Climb +5, Intimidate +4, Jump –1, Lisen +3, Spot +4

Possessions *+1 full plate armor*, masterwork two-bladed sword, 2 javelins

Breath Weapon (Su) 20-ft. line, 1/day, 6d8 acid, Reflex DC 14 half

More than any other location in Haka'torvhak except the Dragon Throne itself, the Demon Glass Hall is the center of Rhashaak's exile. This chamber is his window onto the world. Bound to the volcano and the demon city, he thirsts for news from outside his narrow domain. His blackscale lizardfolk worshipers bring him what information their swamp-addled brains can comprehend, but that is not nearly enough for the wyrm. Rhashaak has thus gathered here and affixed to the wall with *sovereign glue* all the *demon glass* fragments from Haka'torvhak's libraries.

In these fragments flash scenes from across Eberron—a demon sprinting across a field of obsidian shards, a rakshasa smoking a hookah, a human sailing a launch through spraying whitecaps, and on and on by the thousands. Most of these visions are from the past, but a viewer within the hall can sometimes glean useful current information from the bewildering array of shards. With a successful DC 20 Intelligence check to locate a single suitable fragment of *demon glass*, a viewer who speaks and reads Abyssal can then attempt a DC 20 Knowledge (arcana) and a DC 20 Knowledge (history) check to bring to mind legends about an important person, place, or thing (as if under the effect of a *legend lore* spell). This ability is usable once per day while gazing at the *demon glass*.

If a *demon glass* is pried from the wall, it loses this *legend lore* ability. For more information on *demon glass,* see page 112.

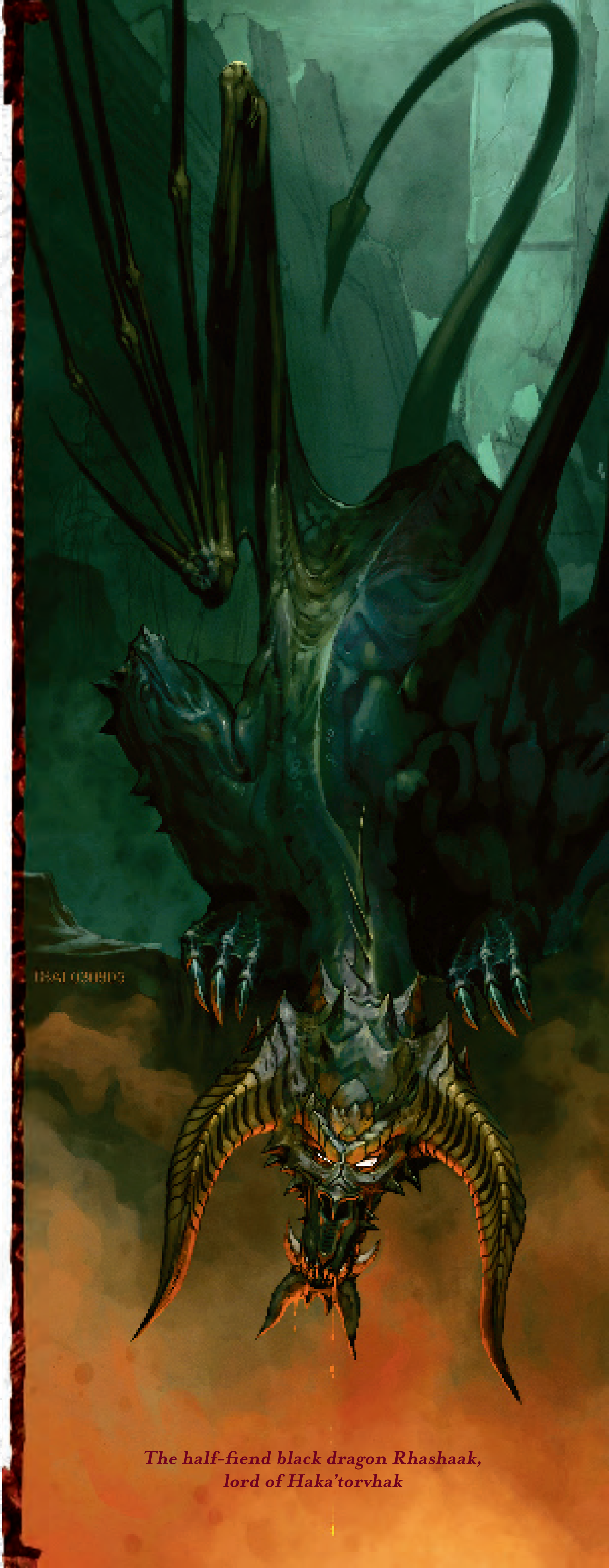
Whether adventurers are foolish enough to want to find Rhashaak or simply trying to avoid him, if the wyrm is not currently lingering in the Demon Glass Hall, he will almost always be found in the Holy Throne of Dragons. In this great chamber piled high with the treasures of three ages, Rhashaak contemplates his dark fate.

Full of self-loathing, the black wyrm despises demons and his forced watch over them, and yet he knows that he has been corrupted by his post. His many days in the Demon Glass Hall are spent watching the world for a sign that the Prophecy will soon release him from his bondage. On other days, he is not content to allow the Prophecy to take its course, and works toward his own salvation. His highest hope in this regard is the worship of the blackscale and poison dusk lizardfolk. If their faith is strong enough and their numbers multiply sufficiently, Rhashaak believes that he will undergo deification and join the Dark Six.

RHASHAAK CR 23

Male half-fiend wyrm black dragon

NE Gargantuan outsider (augmented dragon, water, native)



The half-fiend black dragon Rhashaak, lord of Haka'torvhak

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Listen +43, Spot +43
Aura frightful presence (270-ft. radius, DC 31, *MM* 69)
Languages Draconic, Common, Abyssal, Argon, Celestial

AC 40, touch 6, flat-footed 39
hp 459 (34 HD); **DR** 20/magic
Immune acid, poison, *sleep*, paralysis
Resist cold 10, electricity 10, fire 10; **SR** 35
Fort +26, **Ref** +19, **Will** +25

Speed 60 ft. (12 squares), swim 60 ft., fly 200 ft. (clumsy); Hover, Wingover
Melee bite +42 (4d6+12) and
2 claws +37 (2d8+6) and
2 wings +37 (2d6+6) and
tail slap +37 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Base Atk +34; **Grp** +58
Atk Options Cleave, Flyby Attack, Power Attack, Snatch, smite good 1/day (+4 on attack, +20 damage)
Special Actions breath weapon, *corrupt water*, crush
Sorcerer Spells Known (CL 13th):
6th (4/day)—*greater dispel magic, legend lore*
5th (6/day)—*contact other plane, prying eyes, teleport*
4th (7/day)—*detect scrying, enervation* (+30 ranged touch), *scrying* (DC 20), *stoneskin*
3rd (7/day)—*blink, clairaudience/clairvoyance, haste, ray of exhaustion* (+30 ranged touch, DC 17)
2nd (7/day)—*detect thoughts* (DC 18), *fog cloud, mirror image, scorching ray* (+30 ranged touch), *see invisibility*
1st (7/day)—*charm person* (DC 15), *magic missile, ray of enfeeblement* (+30 ranged touch), *shield, ventriloquism* (DC 15)
0 (6/day)—*acid splash* (+30 ranged touch), *arcane mark, daze* (DC 14), *detect magic, ghost sound* (DC 14), *light, mage hand, ray of frost* (+30 ranged touch), *resistance*
Spell-Like Abilities (CL 13th):
1/day—*blasphemy* (DC 21), *contagion* (DC 18), *desecrate, destruction* (DC 21), *horrid wilting* (DC 22), *plant growth, summon monster IX* (fiendish creatures only), *unhallow, unholy blight* (DC 18)
3/day—*darkness* (110-ft. radius), *insect plague, poison* (DC 18), *unholy aura*

Abilities Str 35, Dex 10, Con 25, Int 18, Wis 19, Cha 18
SQ water breathing
Feats Alertness, Cleave, Craft Magic Arms and Armor, Flyby Attack, Greater Spell Focus (divination), Hover, Improved Initiative, Iron Will, Power Attack, Scribe Scroll, Snatch, Spell Focus (divination), Wingover
Skills Bluff +41, Concentration +44, Diplomacy +41, Escape Artist +37, Intimidate +41, Knowledge (arcana) +22, Knowledge (history) +23, Listen +43, Search +41, Sense Motive +41, Spot +43
Possessions Rhashaak has inherited a treasure hoard that has been accumulating for nearly a hundred thousand years. The DM should feel free to seed the hoard with items that best suit the campaign. A few minor artifacts such as a *sphere of annihilation*, a *staff of the magi*, and a *book of vile darkness* are almost certainly here. The dragon's monetary treasure includes 334 black pearls (75 gp each) and over 21,000 gp in coins of various denominations, including dozens of Ashtakalan coins.

Breath Weapon (Su) 120-ft. line, 22d4 acid, Reflex DC 34 half
Corrupt Water (Sp) Rhashaak can stagnate 10 cubic feet of water within 270 feet. Attended potions and liquid items must save (Will DC 31) or become unusable.
Crush (Ex) Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, Reflex DC 34 to avoid being pinned.

ENCOUNTERS IN HAKA'TORVHAK

The city of Haka'torvhak and the surrounding jungle both teem with danger, and adventurers need to be on their guard against attack from creatures and the environment alike.

HAKA'TORVHAK ENCOUNTERS

(1 hour, 12%)

d%	Encounter	Average EL
01–15	2d4+3 4th-level poison dusk lizardfolk rangers[1]	10
16–30	2d4+1 half-dragon 4th-level fighter	10
31–35	1d4+2 needletooth swarms[1]	10
36–45	1d4+2 wyverns	10
46–55	1d3 dracotaur ragers[1]	9
56–60	1 yrthak	9
61–75	2d4+1 blackscale lizardfolk[1]	8
76–85	1 behir	8
86–90	1 fiendish shambling mound	8
91–95	1d3 acid geysers	6
96–100	Acid quicksand	6

1 See *Monster Manual III*.

Acid Geyser: This is a natural phenomenon that happens to jet as the PCs cross it. All within 10 feet of the geyser take 8d4 points of acid damage (Reflex DC 15 half). Anyone who does not move immediately out of the original affected area must save or take the damage again 1 round later when the acid cloud settles. A DC 20 Survival check detects the geyser in time to avoid it.

Acid Quicksand: Pits of acid quicksand dot the jungles around Haka'torvhak, and they can be located with a DC 20 Search or Survival check. Creatures who step within the 10-foot-by-10-foot area of the quicksand must make a DC 20 Reflex save to avoid falling in and becoming immediately immersed. Creatures in the quicksand cannot breathe and take 1d6 points of acid damage each round. They must make a DC 20 Swim or Escape Artist check to move (maximum 5 feet per round). In all other respects, acid quicksand acts like normal quicksand (see *Dungeon Master's Guide* page 88).

APPENDIX

ANCIENT TREASURES

Explorers often find treasure troves in ruined cities, ancient fortresses, and lost dungeons. The past is in vogue, and wonders of the past are all the rage amid academic, magical, and noble circles. Thousands of years have passed since the height of the hobgoblin Dhakaani Empire or the giant civilization of Xen'drik, but many of the art objects and magic items those cultures created survive to this day, and someone out there is willing to pay well for them.

When you assign treasure to a site that has a connection to an extinct culture like the ancient giants or the Dhakanni hobgoblins, you have an opportunity to make the treasure match the flavor of the society that created it. Figure out the contents of a treasure hoard normally, but then consider using some of the items below rather than items of equivalent value from the *Dungeon Master's Guide*. Rather than putting a *ring of protection +3* in the Dhakaani crypt, for example, you can use a *tunic of Thurrinak +2*.

Explorers will usually find these new magic items in the ruined cities, crypts, and dungeons of the ancient giants and Dhakaani hobgoblins. The principles behind their construction are well understood, however, and present-day item crafters (including the PCs) can build replicas of the magic items that function just as well as the actual antiquities.

GIANT ANTIQUITIES

The Age of Giants began about eighty thousand years ago, when a civilization of giants emerged on the continent of Xen'drik, enslaving the native elves there. Giant society quickly flourished, creating arcane wonders unmatched by the greatest archmages of today. The quori invaded Xen'drik some forty thousand years ago, however; only a dragon-aided cataclysm destroyed the connection to Dal Quor—and great swaths of Xen'drik as well. When the giants turned to such cataclysmic magic again to crush an elf rebellion, the dragons turned on the giants and brought their society to ruin.

Today the giants have devolved from their civilized state and live in feudal or barbaric groups amid the wreckage of their once powerful society. Much of Xen'drik is uncharted to this day, and rumors abound of lost cities brimming with the magic of the ancient giants.

Giants favored extensive ornamentation on almost every item that they crafted—everything from eating utensils to greatswords to temple edifices. Artists employed a stylized realism, but the "message" of most giant art is overwhelmingly symbolic. For example, a bowl with a cacao-leaf pattern around its edge might carry a symbolic meaning of "prosperity," "mountain-born," or "belonging to the Haikautal family"—or maybe it has all three meanings. Likewise, the number of leaves around the rim has a symbolic meaning that would be readily apparent to any giant that saw it.

Unfortunately, neither present-day sages nor the barbaric giants of Xen'drik fully understand the symbolic language of giant art and decoration. The study of giant artistry can be rewarding, however, for the explorer. If you know that a cloud-shrouded moon is often a symbolic analog for "poison," you might cast *neutralize poison* before entering a chamber with such a moon on the door.

The ancient giants of Xen'drik prized gemwork greatly and used gems as currency as often as they used precious metals. Almost every valuable antiquity from the ancient giants has a gem on it somewhere. When randomly rolling for a treasure in a site built by the ancient giants, convert coin treasure to gems of equal value. Present-day giants use coins, especially when they're trading at Stormreach or other humanoid settlements.

The ancient giants had a caste-based society with both Large and Huge members, so they took pains to ensure that the items they made would resize to fit the user. Magic items made by the ancient giants will also resize up to fit Gargantuan creatures or down to fit Medium or Small creatures. Even though the ancient giants had little reason to make items that large or small, it remains as a side effect of the arcane techniques they used.

Treasure Preferences: The ancient giants can claim credit for discovering arcane magic, so they're more likely to have magic items in what treasure troves remain.

Magic weapons and armor almost always date from the final days of the giant civilization. The ancient giants enjoyed four hundred centuries of relative peace before the quori invaded. When the giants girded for war, they favored adamantine armor with the fortification special ability, as well as the mindarmor and vanishing abilities (found in the *Expanded Psionics Handbook*). Weapons were likewise made of adamantine and often have the evil outsider bane, keen, and ghost touch special abilities, as well as the mindcrusher ability (also found in the *Expanded Psionics Handbook*).

ANCIENT GIANT ANTIQUITIES

Item	Market Price
Onyx statuette of eagle clutching branch	40 gp
Scorpion-shaped bronze amulet	80 gp
Vestments embroidered with animal shapes	110 gp
Golden belt buckle studded with aquamarines	140 gp
Carpet runner with gold-thread tassels	200 gp
Brass cup with inset opals (size of a bucket)	400 gp
Huge masterwork greatsword	500 gp
Golden armband engraved with stag image	600 gp
Eldritch whorlwood wand (1st-level spell)	788 gp
Large masterwork two-bladed sword	800 gp
Solid gold idol of two intertwined dragons	1,000 gp
Electrum chalice set with rubies	1,200 gp
Mask-shaped pendant with emerald eyes	1,500 gp
Diamond studded torc (wide as a belt)	2,000 gp
Platinum ring engraved with leaf pattern	2,500 gp
Vanguard treads	3,000 gp
Robe embroidered with platinum-thread angels	3,500 gp
Disc of absorptive negation	4,000 gp
+1 twilight light steel shield	4,159 gp
+1 twilight leather armor	4,160 gp
Disc of absorptive negation (+4 dispel check)	4,500 gp
Eldritch whorlwood wand (2nd-level spell)	4,725 gp
15-foot-by-10-foot tapesty depicting bound demons	5,000 gp
+1 twilight mithral heavy steel shield	5,009 gp
+1 twilight mithral chain shirt	5,100 gp
+1 twilight mithral breastplate	8,200 gp
Drake-helm (one socket) with 2nd-level shard	10,000 gp
+2 twilight mithral chain shirt	10,100 gp
Eldritch whorlwood wand (3rd-level spell)	11,813 gp
+1 twilight mithral full plate	14,500 gp
+3 twilight mithral chain shirt	17,100 gp
Lesser monocle of the ebon hunter	18,000 gp
+2 twilight mithral full plate	19,500 gp
Necklace of the phantom library (100 spell levels inside*, max 5th)	20,000 gp
Robe of arcane might +2	21,000 gp
Eldritch whorlwood wand (4th-level spell)	22,050 gp
Necklace of the phantom library (200 spell levels inside*, max 6th)	25,000 gp
+4 twilight mithral chain shirt	26,100 gp
+3 twilight mithral full plate	26,500 gp
Drake-helm (one socket) with 4th-level shard	27,000 gp
Necklace of the phantom library (300 spell levels inside*, max 7th)	30,000 gp
+1 titanic hammer	34,772 gp
+4 twilight mithral full plate	35,500 gp
+5 twilight mithral chain shirt	37,100 gp
Greater monocle of the ebon hunter	38,000 gp
Robe of arcane might +4	38,000 gp
Drake-helm (two sockets) with 2nd-level and 4th-level shard	43,000 gp
+2 titanic hammer	44,772 gp
+5 twilight mithral full plate	46,500 gp
Robe of arcane might +6	58,000 gp
+3 titanic hammer	58,772 gp
Drake-helm (two sockets) with 4th-level and 6th-level shard	80,000 gp
Robe of arcane might +8	86,000 gp
+4 greater titanic hammer	131,852 gp
+5 greater titanic hammer	153,852 gp
Drake-helm (three sockets) with 4th-level, 6th-level, and 8th-level shard	174,000 gp

*Use the arcane scroll tables on page 239 of the *Dungeon Master's Guide* to determine which spells are stored inside.

The arcanists among the ancient giants used charged items such as staffs and wands extensively. Almost all are made from eldritch whorlwood (see the sidebar).

Many of the ancient giant castes favored elaborate dress rich with the same symbolic meaning that infuses their art. Robes, vestments, and other clothing-based wondrous items are common in the treasure troves of ruined giant cities.

Finally, the ruins of the ancient giants sometimes have magic components that warforged characters can easily incorporate into their bodies, as described in Chapter 10 of the EBERRON *Campaign Setting*. The presence of warforged components among the ruins of the giants mystifies historians, since there's no evidence of warforged themselves. Some suspect that House Cannith used schemas from Xen'drik to design the forges that birthed the warforged. If true, the present-day warforged are compatible with the giants' components because of that heritage.

In addition to the suggested treasures above, the following items make good additions to the treasure troves of the ancient giants.

Disc of Absorptive Negation

This handheld disk absorbs the power of a recently dispelled spell, storing its magical energy until you release it in a spell of your own.

Lore: The runes around the edge of the disc are similar to the Giant alphabet, but they aren't specific letters (Decipher Script DC 10, or Knowledge [arcana] DC 10 by a character who speaks Giant). The ancient giants sometimes used golden discs to make their spells stronger (Knowledge [arcana] DC 15). One of the most common discs has a Siberys dragonshard within it that absorbs spell energy (Knowledge [arcana] DC 25).

Description: This golden disc about five inches across has a single clear Siberys dragonshard set within it, slightly off center. The dragonshard is large enough that it pierces the disc completely and is visible from both sides. Mystic symbols are engraved around the edge of the disc.

Once the disc has absorbed spells, a minuscule, whirling cloud is visible within the dragonshard. The darker the cloud, the more spell energy the *disc* has.

Prerequisite: A *disc of absorptive negation* functions only for spellcasters. It's most effective in the hands of a spellcaster capable of casting *dispel magic*.

Activation: To absorb a spell into a *disc of absorptive negation*, hold it in your hand as you cast *dispel magic* or *greater dispel magic.* No action is required, other than the action you take casting the spell.

To use the spell power stored within the disc, hold it your hand as you cast the spell normally.

Once you've used the spell power within the disc, the dragonshard shatters. The golden disc itself is worth 50 gp. If you don't use the absorbed spell power within 24 hours, it dissipates harmlessly.

Effect: When you cast *dispel magic* or *greater dispel magic* with a *disc of absorptive negation* in hand, the disc absorbs the magic energy from the dispelled spell. If you dispel more than one spell with a single casting of *dispel magic* or *greater dispel magic,* the energy from the highest-level spell goes into the disc. Each disc absorbs the energy from only one spell, whether it's a 1st-level spell or a 9th-level spell.

Anytime within the next 24 hours, you can use the stored spell energy within the disc to cast any single spell you have prepared or know, without expending any spell slots to do so. The levels of spell energy stored in the disc must be equal to or greater than the level of the spell the wielder wants to cast, any material components required for the spell must be present, and the disc must be in hand when casting. The dragonshard within the *disc* shatters when you call on its energy.

A *disc of absorptive negation* is a flexible tool, but it absorbs only one spell and provides stored energy for only one spell. Unlike with a *rod of absorption*, you can't split up the stored spell levels. For example, if you dispel a *hallow* spell, your disc has five spell levels within it. Later that day, you can call on the energy within the disc to cast a 4th-level *enervation* spell you have prepared without using any of your own spell slots. Once you cast the spell, the dragonshard within the disc shatters and the remaining spell level within the disc is lost.

Aura/Caster Level: Moderate abjuration. CL 11th.

Construction: Craft Wondrous Item, *greater dispel magic,* 2,000 gp, 160 XP, 4 days.

Variants: Some *discs of absorptive negation* grant a one-time +4 bonus on dispel checks (+500 gp).

Weight: 1 lb.

Price: 4,000 gp.

Drake-Helm

These helms are highly prized by sorcerers and bards, because they use specially attuned dragonshards to expand a spontaneous caster's spells known.

Lore: *Drake-helms* hold spells within them that expand the repertoire of sorcerers (Knowledge [arcana] DC 15). The draconic styling of the helmet suggests that the helms were gifts from ancient dragons, or that the giants made the helms to honor that relationship (Knowledge [arcana] DC 30).

Description: This black metal helmet is fashioned to look as if it were made out of reptile scales. Folded dragonwings guard both ear-holes, and a spiny crest runs from the forehead over the crown to the nape of the neck. Along the crest are sockets, each holding a faintly glowing Siberys dragonshard.

Prerequisite: You benefit from a *drake-helm* only if you're a spontaneous arcane spellcaster such as a sorcerer or bard.

Activation: A *drake-helm* provides its benefit whenever you wear it. You can change the spell within a Siberys dragonshard by casting a spell into it (see below).

If you're wearing a *drake-helm,* you can attach or remove a dragonshard as a move action that provokes attacks of opportunity. Others cannot remove the dragonshards.

Effect: A *drake-helm* does nothing by itself, but it is a secure receptacle for the attuned Siberys dragonshards set into its crest. *Drake-helms* have between one and four receptacles for dragonshards.

Each attuned Siberys dragonshard attached to your *drake-helm* gives you an extra arcane spell known; the spell within the dragonshard is on your spell list just as if you had chosen it normally. You must still provide the spell slot, so you can't cast a high-level spell within the dragonshard if you couldn't cast it normally.

Different attuned dragonshards exist for granting you an extra spell known of each level from 1st through

SPECIAL MATERIAL: ELDRITCH WHORLWOOD

The ancient giants often fashioned wands, staffs, and other charged items from the branches of the eldritch whorlwood tree. When whorlwood is taken from a tree and fashioned into an object, the grain pattern in the wood is uncommonly twisted and gnarled. But as charges are expended and the magic gradually leaves a wand or staff made of eldritch whorlwood, the pattern of the grain gradually smoothes itself out. When the wand or staff is out of charges, the grain pattern is perfectly straight.

The ancient giants and learned spellcasters of today can examine the grain pattern in a whorlwood wand or staff and determine how many charges the item has left. Doing so requires a DC 15 Knowledge (arcana) check.

The eldritch whorlwood tree thrives only when under magical care, so living examples are rare even in Xen'drik. Many wizard colleges and organizations such as the Twelve and the Arcane Congress would love to get whorlwood seeds or graftable branches of whorlwood so they could grow their own trees.

Eldritch whorlwood has hardness 6 and 10 hit points per inch of thickness. Wands and staffs made of eldritch whorlwood cost 5% more than versions made of normal materials.

9th. Many spellcasters who own *drake-helms* attune their own Siberys dragonshards to give them options beyond those offered by the dragonshards that came with the *drake-helm.*

The spell within an attuned dragonshard can be changed once per month by casting a spell into it (as with a *ring of spell storing*). Because you probably want the dragonshard to have a spell you don't already know, consider casting the spell from a scroll, or having a PC or NPC wizard cast the spell into the dragonshard for you. An attuned dragonshard will also hold a spell of less than its maximum level.

If found as treasure, each dragonshard within a *drake-helm* has a spell of the relevant level in it, determined randomly from the spells on the arcane scroll tables on page 239–241 of the *Dungeon Master's Guide.*

Aura/Caster Level: The *drake-helm* itself is always strong transmutation, CL 12th. The attuned dragonshards are faint (1st–2nd), moderate (3rd–5th), or strong (6th–9th) transmutation, CL 2nd (1st), 4th (2nd), 6th (3rd), 8th (4th) 10th (5th) 12th (6th), 14th (7th), 16th (8th), 18th (9th).

Construction: Craft Wondrous Item, creator must have caster level equal to four times the number of dragonshard sockets. For other construction requirements, consult the following table:

Drake-Helm Sockets	Cost	XP Cost	Days to Construct
1 socket	500 gp	40 XP	1 day
2 sockets	4,000 gp	320 XP	8 days
3 sockets	9,000 gp	720 XP	18 days
4 sockets	16,000 gp	1,280 XP	32 days

You can attune your own dragonshards for the *drake-helm*—a good idea if you're a significantly higher- or lower-level caster than the *drake-helm*'s previous owner. Only the finest Siberys dragonshards can be attuned to accept spells for a *drake-helm.* Attuning the dragonshard requires the Craft Wondrous Item feat, and the creator must be able to cast spells of the relevant level. For other construction requirements, consult the following table.

Max Spell Level	Raw Cost	Dragonshard Cost	XP Cost	Days to Construct
1st	5,000 gp	500 gp	40 XP	1 day
2nd	5,000 gp	2,000 gp	160 XP	4 days
3rd	5,000 gp	4,500 gp	360 XP	9 days
4th	10,000 gp	8,000 gp	640 XP	16 days
5th	10,000 gp	12,500 gp	1,000 XP	25 days
6th	10,000 gp	18,000 gp	1,440 XP	36 days
7th	20,000 gp	24,500 gp	1,960 XP	49 days
8th	20,000 gp	32,000 gp	2,560 XP	64 days
9th	20,000 gp	40,500 gp	3,240 XP	81 days

Weight: 3 lb., plus 1 lb. per dragonshard.

Price: The *drake-helm* itself costs 1,000 gp (one socket), 8,000 gp (two sockets), 18,000 (three sockets), or 32,000 gp (four sockets).

An attuned Siberys dragonshard costs 6,000 gp (1st), 9,000 gp (2nd), 14,000 gp (3rd), 26,000 gp (4th), 35,000 gp (5th), 46,000 gp (6th), 69,000 (7th), 84,000 (8th), or 101,000 (9th).

Monocle of the Ebon Hunter

This lens attached to your face makes you a deadly hunter at night, able to bring down your prey with arrows from the dark.

Lore: Warforged can attach a *monocle of the ebon hunter* to their temples; it improves their vision at night (Knowledge [arcana] DC 15). The monocle also help warforged archers hit their targets, whether it's dark or not (Knowledge [arcana] DC 20).

Description: A *monocle of the ebon hunter* is a coin-sized lens of smoky crystal, set in a wire frame that attaches to your head near the temple.

When you have a ranged weapon in your hands and are in shadowy illumination or darkness, the wire frame around the *monocle* glows faintly red-orange, like embers in a campfire. Peering through the *monocle*, you see auras surrounding your foes within 60 feet. Bright sparks on the periphery of the aura indicate weak points in your enemies' defenses; you're more likely to strike a telling blow if you can hit those points.

Prerequisite: *A monocle of the ebon hunter* is an embedded warforged component, so it functions only for warforged characters.

Activation: A *monocle of the ebon hunter* occupies space on the body as a set of lenses or goggles, providing its benefits automatically as long as it's embedded. Embedding or detaching a monocle is a standard action that doesn't provoke attacks of opportunity. You can wear only one monocle at a time.

Effect: *Monocles of the ebon hunter* come in two varieties. A *lesser monocle* grants a +1 competence bonus on ranged attacks made against targets within 60 feet. A *greater monocle* grants a +2 competence bonus on ranged attacks on targets within 60 feet, and a +1 competence bonus on damage rolls if those ranged attacks hit.

Both versions of the *monocle of the ebon hunter* grant darkvision out to 60 feet.

Aura/Caster Level: Moderate transmutation. CL 6th.

Construction: Craft Wondrous Item, *darkvision, true strike*, caster must be 6th level or higher, 9,000 gp (lesser) or 19,000 gp (greater), 720 XP (lesser) or 1,520 XP (greater), 18 days (lesser) or 38 days (greater).

Weight: —.

Price: 18,000 gp (lesser) or 38,000 gp (greater).

Necklace of the Phantom Library

Rather than commit their wizardly knowledge to spellbooks, the ancient giants fashioned *necklaces of the phantom library* out of Siberys dragonshards. Whenever they needed to prepare spells, they donned a necklace and studied the glowing runes that surrounded them.

Lore: The ancient giants were powerful wizards who used magic necklaces to store their spells (Knowledge [arcana] DC 15). A *necklace of the phantom library* functions exactly like a spellbook, except that scribing new spells into it takes less time (Knowledge [arcana] DC 25).

Description: A *necklace of the phantom library* is a necklace made of golden chain with five lozenge-shaped Siberys dragonshards set among the links at equal intervals.

Once you don the necklace, yellow-orange sigils appear in the air about two feet from your face. These sigils are the spells inscribed within the necklace, and you can move from spell to spell with a thought, the sigils spinning through your field of vision (an effect that looks a little like a scrolling microfiche reader).

Prerequisite: Anyone can don a *necklace of the phantom library,* but the spells within it are useful only to wizards.

Activation: It takes a standard action to put a necklace on or take it off. Moving from spell to spell is a free action. As a practical matter, you'll wear the necklace only when you're preparing your spells, so the exact timing of your actions doesn't matter.

Effect: A *necklace of the phantom library* is primarily a storage device—the giants' equivalent to a present-day wizard's spellbook. A necklace holds 500 pages worth of spells, and you can purge the necklace of unwanted spells with a moment's thought.

You can inscribe new spells into a *necklace of the phantom library* by wearing the necklace, then tracing the necessary sigils in the air before you. You can thus copy spells without paying the 100 gp per page material cost, and the process takes only 8 hours per spell.

Whenever you don the necklace, the glowing symbols appear in front of your face. They obscure the rest of your vision, granting total concealment to anyone who isn't adjacent to you. Anyone else can see you just fine, however, making it a good idea to take the necklace off prior to combat.

Aura/Caster Level: Moderate illusion. CL 11th.

Construction: Craft Wondrous Item, *programmed image*, 7,500 gp, 600 XP, 15 days.

Weight: —.

Price: 15,000 gp.

Robe of Arcane Might

A favorite of wizards but useful to any spellcaster, the *robe of arcane might* provides protection while enhancing certain spells.

Lore: Each *robe of arcane might* assists spellcasting related to a specific school (Knowledge [arcana] DC 15). This particular robe aids in the casting of (insert relevant school name) spells (Knowledge [arcana] DC 20 or Decipher Script DC 20). It's called the *robe of arcane might* because giant wizards made the original robes; any spellcaster benefits from wearing it (Knowledge [arcana] DC 25).

Description: This bulky, thick-shouldered robe has various mystical sigils embroidered in silvery thread. Minuscule gems adorn the cuffs, collar, and hems.

Whenever you cast a spell of the appropriate school, the sigils on the robe glow briefly and you hear a snatch of wordless chanting in a deep voice. Others nearby hear nothing.

Prerequisite: Anyone can benefit from the robe's protective qualities, but spellcasting characters gain an additional spell-enhancing benefit.

Activation: The robe functions automatically when worn.

Effect: A *robe of arcane might* has two functions, one protective and one spell-enhancing.

The robe surrounds you with an invisible but tangible field of force, granting you an armor bonus of +2, +4, +6, or +8. Unlike actual armor, your robe doesn't have an armor check penalty, maximum Dexterity bonus to Armor Class, or arcane spell failure chance.

Each robe is connected to one of the eight schools of magic. When you cast spells from that school, your caster level is treated as two higher than it actually is for purposes of determining level-dependent spell variables such as as damage dice or range, and caster level checks.

Aura/Caster Level: Faint (+2), moderate (+4), or strong (+6 or +8) abjuration. CL 4th (+2), 8th (+4), 12th (+6), or 16th (+8).

Construction: Craft Wondrous Item, *mage armor,* creator must be a specialist wizard in relevant school, creator's caster level must be at least twice that of the bonus placed in the *robe*. For other construction requirements, consult the following table.

Robe Bonus	GP Cost	XP Cost	Days to Construct
+2	10,500 gp	840 XP	21 days
+4	19,000 gp	1,120 XP	38 days
+6	29,000 gp	2,320 XP	58 days
+8	43,000 gp	3,440 XP	86 days

Variants: Some *robes of arcane might* have an additional protective benefit: a resistance bonus on saving throws (+6,000 gp for +2 or +24,000 gp for +4).

Weight: 1 lb.

Price: 21,000 gp (+2), 38,000 gp (+4), 58,000 gp (+6), 86,000 gp (+8).

Titanic Hammer

One of the favorite weapons of the ancient giants, a *titanic hammer* delivers resounding blows to your enemies, obstacles in your way, and even the earth itself.

Lore: The weapons of the ancient giants usually resize for nongiants, because the ancient giants themselves weren't all the same size (Knowledge [arcana] DC 15). Among the giant's more notable weapons are *titanic hammers,* which can destroy walls and even cause earthquakes (Knowledge [arcana] DC 25).

Description: When first encountered in a Xen'drik treasure trove, a *titanic hammer* appears as a adamantine hammer some 9 feet tall, with a handle as thick as a tree trunk.

Once you grasp the weapon, it resizes to fit you, but it remains unbelievably heavy and appears thicker and more massive than a normal warhammer. When you swing it in combat, you can hear a low, thunderous rumble like a distant earthquake.

Prerequisite: While a *titanic hammer* resizes down as far as Small wielders, it never weighs less than 160 pounds. If you don't have a Strength score of 18 or higher, you take a –4 penalty on attacks with the *titanic hammer*.

Activation: The *titanic hammer*'s enhancement bonuses and extra damage function automatically. You activate its wave of earth power by slamming the head of the hammer against the ground in front of you.

Effect: A *titanic hammer* is an adamantine warhammer with a +1, +2, or +3 enhancement bonus. It has the following additional powers.

- It deals double damage to objects, including sundered weapons and shields.
- Once per day, a *titanic hammer* can create a wave of broken earth along a 60-foot line in the ground. The wave makes a bull rush attack against every creature in its path, with a +14 bonus on the Strength check. The earth wave always pushes those caught in it the full distance allowed. All squares touched by the line have light debris in them after the wave of earth passes.

Aura/Caster Level: Moderate (+1 or +2) or strong (+3) transmutation. CL 11th (+1 or +2) or 12th (+3).

Construction: Craft Magic Arms and Armor, *Bigby's forceful hand*, *shatter*, creator must have a caster level four times the *hammer*'s enhancement bonus. For other construction requirements, consult the following table.

Hammer Bonus	GP Cost	XP Cost	Days to Construct
+1	18,892 gp	1,271 XP	32 days
+2	23,892 gp	1,671 XP	42 days
+3	30,892 gp	2,231 XP	56 days

Variants: Xen'drik explorers have found a few examples of *greater titanic hammers*. These hammers have a +4 or +5 enhancement bonus and have the ability to create an *earthquake*, as the spell from a 15th-level caster, once per day (strong transmutation, 131,852 gp for +4 version, 153,852 for +5 version).

Weight: 160 lb.

Price: 34,772 gp (+1), 44,772 gp (+2), 58,772 gp (+3).

Twilight Armor Special Ability

When wearing armor enhanced with the twilight special ability, you are better able to cast arcane spells without your armor interfering.

Lore: The armor of the ancient giants sometimes turns translucent and semi-incorporeal (Knowledge [arcana] DC 15). Because the giants invented arcane magic, they often wore magic armor that didn't interfere with their spellcasting (Knowledge [arcana] DC 25).

Description: When stored, armor with the twilight special ability looks like normal, well made, armor. Many pieces of twilight armor are also made of mithral.

Once you don the armor, the twilight ability becomes more apparent. The armor appears translucent and becomes semi-incorporeal when you make the somatic gestures necessary to cast an arcane spell. In dim light, the armor takes on a sunset-colored sheen.

Prerequisite: Only arcane spellcasters gain the full benefit of wearing twilight armor, although anyone benefits from the armor's normal protective qualities. Arcane spellcasters who don't have the relevant armor proficiencies may find that their skill checks and attack rolls are hampered by the armor, however.

Activation: Twilight armor functions automatically when worn.

Effect: Twilight armor reduces the chance of arcane spell failure by –10%.

The twilight armor quality can be added to any magic armor or shield, but some kinds of twilight armor are more common. Prevalent in ancient giant treasure troves are *twilight leather armor* (0% arcane spell failure), *twilight light shields* (0% arcane spell failure), *twilight mithral chain shirts* (0% arcane spell failure), *twilight mithral heavy shields* (0% arcane spell failure), *twilight mithral breastplate* (5% arcane spell failure), and *twilight mithral full plate* (15% arcane spell failure).

Aura/Caster Level: Faint abjuration. CL 5th.

Construction: Craft Magic Arms and Armor.

Price: +1 bonus.

Vanguard Treads

A common warforged component, vanguard treads provide speed and stability to a warforged fighting amid the rubble and carnage of the battlefield.

Lore: The ancient giants made the first *vanguard treads*, which can attach to the feet of warforged (Knowledge [arcana] DC 15). *Vanguard treads* greatly aid warforged as they negotiate difficult terrain and hazards (Knowledge [arcana] DC 20).

Description: *Vanguard treads* appear to be oversize metal boots with spiked, treaded soles. Their most impressive feature is their sheer size—they look big enough to fit a heavily armored ogre.

Along the top cuff is a row of inset amethysts that seem to glow a bright purple whenever the wearer runs, charges, or resists a bull rush.

Prerequisite: *Vanguard treads* are embedded warforged components, so they function only for warforged characters.

Activation: A set of *vanguard treads* occupies space on the body as a pair of boots, providing its benefits automatically as long as it's embedded. Embedding or detaching a pair of *vanguard treads* is a standard action that doesn't provoke attacks of opportunity.

Effect: Your *vanguard treads* provide you with superior traction and stability, which has the following game effects:

- You can move through difficult terrain (such as rubble, undergrowth, steep slopes, stairs, or snow) at your normal speed and without suffering any other impairment.
- You are likewise unaffected by slippery ice, wet stones, or other areas where traction is a problem.
- You gain a +8 bonus on attempts to resist bull rushes, and a +4 bonus on grapple checks to resist a grapple attempt if that grapple would move you into another square.

  Areas that have been magically manipulated to impede movement (such as an *entangle* spell) still affect you, as does water, quicksand, and other nonsolid surfaces. You likewise have to slow down for narrow paths requiring Balance checks and for surfaces steep enough to require Climb checks.

If the terrain deals damage (such as the burning ground on the plane of Fernia), you still take that damage.

The massive spikes and treads on the soles of your feet leave a distinctive trail. Anyone following you gains a +8 circumstance check on the Survival or Search checks made to track you.

Aura/Caster Level: Faint transmutation. CL 3rd.

Construction: Craft Wondrous Item, *spider climb*, 1,500 gp, 120 XP, 3 days.

Weight: 2 lb.

Price: 3,000 gp.

DHAKAANI ANTIQUITIES

The goblinoid Dhakaani Empire rose in central Khorvaire more than seventeen thousand years ago, growing until it dominated the continent. The Dhakaanis' greatest hour came ten thousand years ago, when they fought off an invasion of the daelkyr from Xoriat, the Plane of Madness. But the Daelkyr War decimated the Dhakaani, and civil strife brought the empire to ruin some six thousand years ago. Many Dhakaani ruins dot the landscape of Khorvaire, especially in modern-day Breland and Darguun.

These ancient sites—and the treasures within them—are held in particular esteem by modern-day hobgoblins from Darguun who seek to create a new Dhakaani Empire. Explorers will have to contend with goblinoid rivals that regard Dhakaani antiquities as rightfully belonging to Darguun.

Dhakaani art and ornamentation is either intentionally austere or baroque in its detail. The Dhakaani found the arts of calligraphy and illumination particularly pleasing, and much of their jewelry, art, and magic items have inscriptions. Short poems, proverbs of wisdom, the artisan's or owner's name, or magical words and phrases are common inscriptions. Much of Dhakaani art tends to be abstract rather than representational, although portraiture in particular favors as much realism as the artist can manage. Artistic materials varied, although Dhakanni jewelers were fond of electrum and platinum.

Treasure Preferences: The Dhakaani Empire rose from the ashes of a unification war, fought a war at its zenith, and ended in civil war. Accordingly, armor and weapons are among the most common Dhakaani antiquities. Dhakaani armor is almost always spiked (+50 gp), and locked gauntlets (+8 gp) are common with heavy armor. Magic armor with the spell resistance or invulnerability special abilities is common, as is armor made from mithral.

Dhakaani arsenals often have magic weapons with the defending, wounding, and speed abilities. Iron and steel were the Dhakaani smith's material of choice until the start of the Daelkyr War, when smiths began using byeshk for weapons whenever they could, since such weapons were unusually effective against horrors from Xoriat. The Daelkyr War period also saw the rise of *aberration bane* weapons. Tragically, Dhakaani sites from the twilight years of the Empire often have goblinoid bane weapons used in the civil wars that tore the Dhakaani Empire apart.

Many elite Dhakaani soldiers used *rings of force shield* so they could wield two-handed weapons. A *ring of regeneration* was a common badge of honor for the greatest heroes of Dhakaan.

The Dhakaani military didn't usually have clerics marching alongside its troops, so it issued them many potions and wands of *cure moderate wounds* and *cure serious wounds*—countless examples of which are still buried in Dhakaani ruins. *Potions of lesser restoration* and *remove fear* are common from the Daelkyr War period.

In addition to the suggested treasures above, the following items make good additions to Dhakaani treasure troves.

Banner of the Storm's Eye

Many of Dhakaan's greatest heroes marched under this banner, which protected them from mundane and magical fear on the battlefield.

Lore: The swirling pattern on the banner was common to elite units in the Dhakaani military (Knowledge [history] 15). Such banners provided protection from many daelkyr and mind flayer tricks during the Daelkyr War almost ten thousand years ago (Knowledge [history] 25).

Description: A *banner of the storm's eye* is a rectangular military standard depicting a white two-tailed swirl (like a stylized overhead view of a hurricane) on a dark green background.

When held aloft, the banner unfurls and waves in the breeze. Its fluttering movements seem slower than those of normal flags nearby. Even if you charge forward on a fast horse, the *banner of the storm's eye* unfurls and waves slowly.

Activation: A *banner of the storm's eye* must be held overhead to function. You can mount the banner on a pole that you hold in one hand, or you can mount it on a backpack frame that leaves both hands free. Such a backpack frame costs 5 gp and weighs 10 pounds, but it's bulky. The wearer of the backpack frame has a maximum Dexterity bonus to Armor Class of +3 and a –3 armor check penalty. These penalties don't stack with those from armor or encumbrance, so armored or heavily laden characters might not take the penalty.

As long as it's held overhead, the banner functions without requiring any further action on the part of its bearer.

Effect: A *banner of the storm's eye* automatically suppresses (but does not dispel) any fear effects within 20 feet. It also removes the confused and stunned conditions from everyone within 20 feet, if a supernatural or spell-like ability caused that effect.

Aura/Caster Level: Faint enchantment. CL 3rd.

Construction: Craft Wondrous Item, *calm emotions*, 7,500 gp, 600 XP, 15 days.

DHAKAANI ANTIQUITIES

Item	Market Price
Ebony eating utensils with curved handles	30 gp
Smooth silver bracelet inscribed with proverb	80 gp
Silk cape with golden-thread fringe	90 gp
Electrum ring with inset agate	100 gp
Copper platter inscribed with family names	150 gp
Rare face pigments	200 gp
Heavy wool rug with Goblin alphabet	300 gp
Ivory chalice with spiral stem	400 gp
Ebony bracelet carved with owner's name	450 gp
Framed illuminated manuscript page	500 gp
Electrum earrings	600 gp
Silver mirror inscribed with poem	650 gp
Opal necklace	700 gp
Brass flute inlaid with ivory	800 gp
Electrum ring with extensive filigree	900 gp
Onyx carving of abstract, angular figure	1,000 gp
Mithral buckler	1,015 gp
Brocaded satin vest	1,100 gp
Portrait of hobgoblin soldier	1,200 gp
Charm bracelet with illuminated-letter charms	1,500 gp
Masterwork byeshk longsword (or similar weapon)	1,815 gp
Abstract painting suggestive of landscape	2,000 gp
Necklace of interlocking bone carvings	2,400 gp
Darkwood music box with inscribed lyrics	2,500 gp
Arm circlet inscribed with artist's name	2,800 gp
Tapestry with concentric circles	3,000 gp
Platinum ring with emerald setting	4,000 gp
Mithral spiked breastplate	4,250 gp
Gold platter set with rubies	5,000 gp
Tunic of Thurrinak +1	5,000 gp
Raven skull rods (set of 2)	8,000 gp
Mithral spiked full plate with locked gauntlet	10,550 gp
Raven skull rods (set of 3)	12,000 gp
Banner of the storm's eye	15,000 gp
Raven skull rods (set of 4)	16,000 gp
+1 implacable blade	19,815 gp
Raven skull rods (set of 5)	20,000 gp
Tunic of Thurrinak +2	20,000 gp
+2 implacable blade	33,815 gp
Tunic of Thurrinak +3	45,000 gp
+3 implacable blade	51,815 gp
Tunic of Thurrinak +4	80,000 gp
Tunic of Thurrinak +5	125,000 gp

Weight: 2 lb. (+10 lb. if backpack frame worn).

Price: 15,000 gp.

Implacable Blade

An *implacable blade* slowly weakens the foes it damages, especially if they're from Xoriat, the Realm of Madness.

Lore: The great bugbear generals of ancient Dhakaan carried *implacable blades* made of byeshk into battle during the Daelkyr War (Knowledge [history] DC 15). An *implacable blade* has a devil bound into a Khyber dragonshard in its pommel (Knowledge [history] DC 25).

Description: This longsword has a lustrous purple sheen and a black crystal embedded in its pommel. Its blade has subtle serrations on both edges. The crossguard has an inscription in the Goblin alphabet. (It's *gurrthau,* the Goblin word for "patience.")

When an *implacable blade* causes a wound, the cut emits thin green wisps of smoke until it heals completely.

Activation: Most of an *implacable blade*'s powers function automatically when you wield the weapon. With a command word (often a Goblin word such as *hauthaar, anakrau,* or *yuthiniak*), you can have the *implacable blade* emit or douse its light.

Effect: When you injure a creature with your *implacable blade*, that creature loses 2 additional hit points each round. Subtract the hit points at the beginning of each of your turns. If you wound a creature multiple times, it loses 2 hit points per wound per round.

The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss on all wounds.

An *implacable blade* is made of byeshk, which overcomes the damage reduction of daelkyr, dolgaunts, and mind flayers.

When you command it to do so, an *implacable blade* emits light that provides 20 feet of bright illumination and a further 20 feet of shadowy illumination. Repeating the command word douses the light.

An *implacable blade* has 15 hit points and hardness 19 (+1), 20 hit points and hardness 21 (+2), or 25 hit points and hardness 23 (+3). If an *implacable blade* is ever reduced to less than half its hit points, the Khyber dragonshard shatters, releasing the bearded devil bound within. The bearded devil immediately goes into battle frenzy and attacks you. Thereafter the *implacable blade* is a magic byeshk longsword with a +1, +2, or +3 enhancement bonus and no other powers.

Aura/Caster Level: Moderate conjuration. CL 9th.

Construction: Craft Magic Arms and Armor, *lesser planar binding*. For other construction requirements, consult the following table.

Blade Bonus	GP Cost	XP Cost	Days to Construct
+1	10,815 gp	720 XP	18 days
+2	17,815 gp	1,280 XP	32 days
+3	26,815 gp	2,000 XP	50 days

Variants: By tradition, *implacable blades* are longswords, but the ancient Dhakaani weaponsmiths sometimes made scimitars, greatswords, and other weapons for fighters. To calculate the cost of variant *implacable blades,* subtract 15 gp and add the cost of the weapon. XP and construction time are unaffected. The weapon weighs 50% more than a normal one of its type.

For a more complex weapon, consider the possibility that the Khyber dragonshard might "leak" some of the bearded devil's personality into the *implacable blade,* making it an intelligent weapon. Rules for creating intelligent items are found on page 268 of the *Dungeon Master's Guide.* Give the weapon the bearded devil's mental ability scores (Int 6, Wis 10, Cha 10) and cut the weapon's base price modifier on Table 7–30 in half.

Weight: 6 lb.

Price: 19,815 gp (+1), 33,815 gp (+2), 51,815 gp (+3).

Raven Skull Rod

Built in batches, *raven skull rods* were used by Dhakaani military commanders to give long-distance orders to elite bugbear and hobgoblin units.

Lore: *Raven skull rods* were common in the Dhakaani military some six thousand years ago, although some goblins still make them today (Knowledge [history] DC 10). The skull at the top of the rod speaks a message that's sent from another *raven skull rod* (Knowledge [history] DC 20). The word inscribed in the rod isn't the command word per se—it's the word another person says before he starts speaking into his *raven skull rod.* If he names your *raven skull rod* before he speaks, your rod repeats his message. (Knowledge [history] DC 25).

Description: A heavily shellacked bird skull sits atop this 1-foot-long ebony rod. Raven feathers dangling from the other end of the rod suggest that it's a raven skull. If you shade the skull's eyes with your hand, you can see a faint amber light emerging from the eye sockets.

When the skull speaks, its beak opens and closes to match its whispered words. It speaks slowly, drawing out long vowels to sound like a whispered raven-caw.

Activation: Unlike most magic items, a *raven skull rod* is useful only if you have two or more rods that were made in the same batch. Three times per day, you can use a *raven skull rod* by holding it in your hand, speaking the names of one or more of the other *raven skull rods* in the batch, then speaking a message of up to 25 words (a move action).

Effect: Once you've spoken your message, the *raven skull rods* named will emit a whispered screech for 1 round, then say the name of your *raven skull rod,* then repeat your message word for word in a harsh whisper. It takes 1 round for the skull to speak the message, then the *raven skull rod* falls silent. A *raven skull rod* has a 3-mile range.

Aura/Caster Level: Faint transmutation. CL 3rd.

Construction: Craft Wondrous Item, *whispering wind,* 2,000 gp, 160 XP, 4 days per *raven skull rod.* Dhakaani item crafters usually created *raven skull rods* in batches of six to twelve.

Variants: Because this item is useful only in sets, random treasure troves should have 1d4+1 *raven skull rods,* all constructed as part of the same batch. If you're designing an adventure location with a Dhakaani heritage, you can spread the *raven skull rods* around the site. The first rod the PCs find will be useless by itself, but the second one they find will make both valuable.

Weight: 5 lb.

Price: 4,000 gp. Because this item is useful only in sets, random treasure troves should have 1d4+1 *raven skull rods*, all constructed as part of the same batch. Likewise, a single *raven skull rod* is worthless to most merchants, because it won't do anything.

Tunic of Thurrinak

Said to be dyed with the blood of the bravest soldiers in Dhakaan's Thurrinak warrior clan, these reddish brown tunics simultaneously harden the skin and surround the body with a field of protective magic.

Lore: Reddish-brown tunics are often associated with the legendary warriors of the Thurrinak clan during the Dhakaani Empire (Knowledge [history] DC 15). *Tunics of Thurrinak* are powerful protective items, and some goblins make replicas of the originals today (Knowledge [history] DC 25).

Description: A *tunic of Thurrinak* is reddish brown, and the darker the brown, the more powerful the tunic is. Tunics created during the height of the Dhakaani Empire are often frayed at the cuffs and waist, while more recent versions have fringe there instead.

Activation: A *tunic of Thurrinak* takes up space on the body as a vest or vestment. It provides protection to its wearer automatically as long as it's worn.

Effect: *Tunics of Thurrinak* provide an equal enhancement bonus to natural armor and a deflection bonus to Armor Class. Five varieties exist. The weakest provides a +1 enhancement bonus to natural armor and a +1 deflection bonus to Armor Class, and the strongest provides a +5 bonus in both categories.

Aura/Caster Level: Faint (+1), moderate (+2 or +3), or strong (+4 or +5) abjuration. CL 3rd (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5).

Construction: Craft Wondrous Item, *barkskin, shield of faith,* creator's caster level must be three times the tunic's enhancement bonus. For other construction requirements, consult the following table.

Tunic Bonus	GP Cost	XP Cost	Days to Construct
+1	2,500 gp	200 XP	5 days
+2	10,000 gp	800 XP	20 days
+3	22,500 gp	1,800 XP	45 days
+4	40,000 gp	3,200 XP	80 days
+5	125,000 gp	5,000 XP	125 days

Weight: —.

Price: 5,000 gp (+1), 20,000 gp (+2), 45,000 gp (+3), 80,000 gp (+4), 125,000 gp (+5).

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